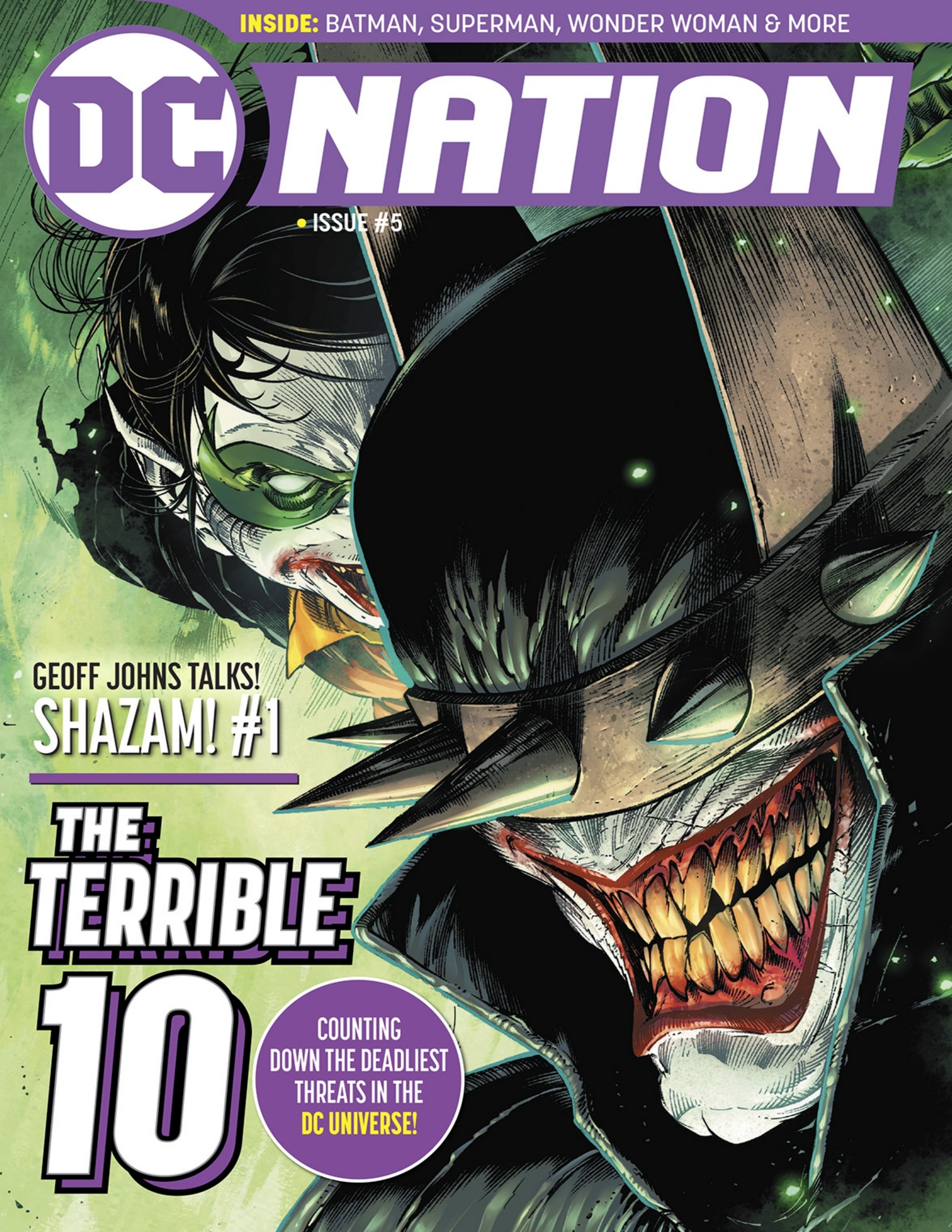
INSIDE: BATMAN, SUPERMAN, WONDER WOMAN & MORE

DC NATION

• ISSUE #5



GEOFF JOHNS TALKS!
SHAZAM! #1

THE TERRIBLE 10

COUNTING DOWN THE DEADLIEST THREATS IN THE DC UNIVERSE!

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Letter from DC Publisher Dan DiDio

DC Publisher
DAN DIDIO

Everyone knows great villains define great heroes.

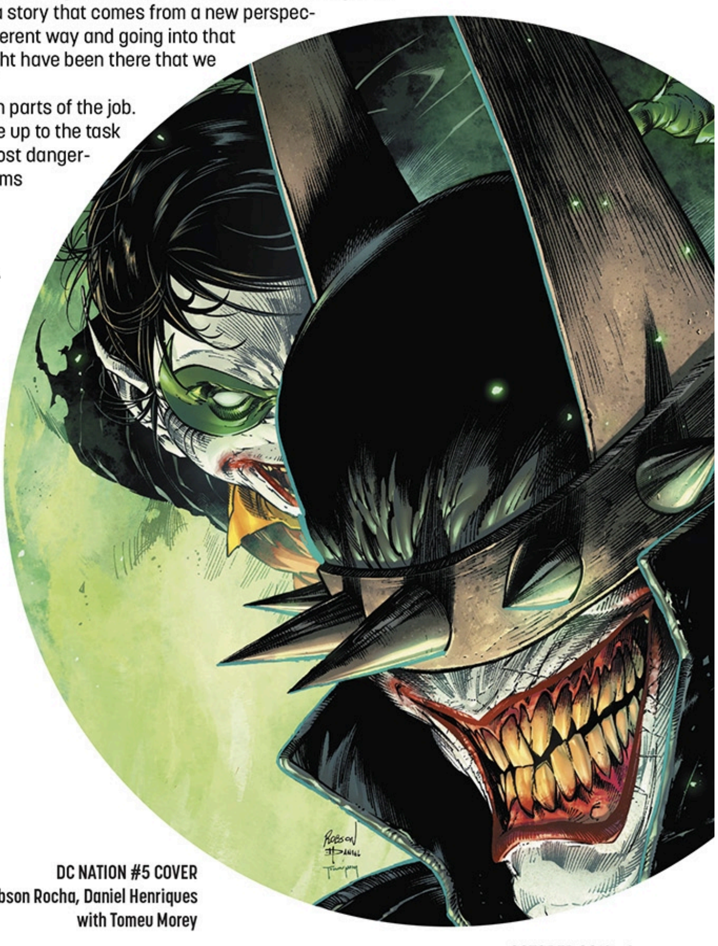
But the best and most memorable share three characteristics: they believe they're doing the right thing, they reflect the hero in some way and they exploit the hero's weaknesses.

And the threats (as well as the stakes) have never been higher in the DC Universe. From Bane's long-range plans to break Batman (page 9) in writer Tom King's current run on the title to Grant Morrison and Liam Sharp's new take on the Controllers in THE GREEN LANTERN (page 12) to new aquatic god Namma in Kelly Sue DeConnick and Robson Rocha's AQUAMAN (page 10), the villains are as much the stars in this fall's and winter's books as the heroes who battle them.

There're a lot of brilliant characters and ideas that have been just touched upon in the DCU and have never been fully explored. That's the great part about bringing new writers and new talent onto characters, that it allows you to see them with a fresh set of eyes and to come at them from a different perspective. Some of the things that you might see in a character, in regard to motivations, might be completely different now. The current focus on villains feels very much like when I watched Geoff Johns evolve the entire Rogues Gallery in THE FLASH (check out Johns' new project SHAZAM! on page 26) into being much more three-dimensional, and to have more personality than when they were just about the gimmicks and the weaponry that they carried.

When somebody new comes in, I get excited because there's nothing more fun than seeing a script or a story that comes from a new perspective–seeing a villain in a different way and going into that untapped potential that might have been there that we never exploited before.

That's one of the most fun parts of the job. Here's hoping our heroes are up to the task of facing the biggest and most dangerous threats our creative teams can envision.


DC NATION #5 COVER
by Robson Rocha, Daniel Henriques
with Tomeu Morey

DC INSIDER

How I broke into comics with...

DENYS COWAN

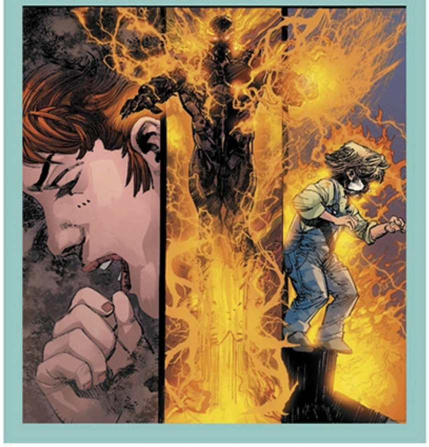
"I met someone in the school lunchroom one day who worked for (penciler and Deathlok creator) Rich Buckler. So I took a ride after school, went to Rich Buckler's studio uptown, met him, and he took me on as one of his assistants right then. Of course, being his assistant did not mean I was drawing anything. I had to go out and run errands, clean up the studio, look up references, all kinds of stuff.

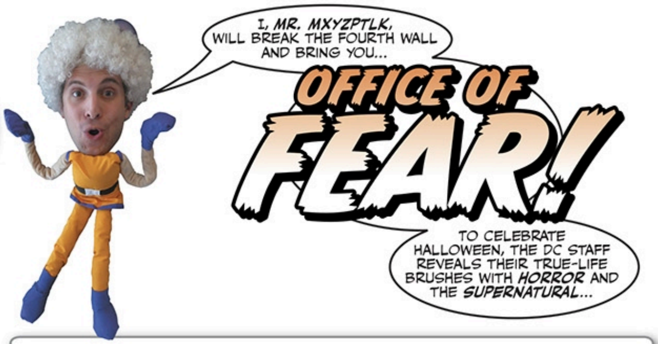
"I had a year where I did no drawing at all–I just got to watch other people draw. And it was still awesome! I didn't get paid in money–I got paid in albums. [Buckler] fueled my music appreciation to a new height. I just listened to the albums he gave me, in lieu of payment. That was all right! I was fourteen, I was happy with what I got."

What inspired you to embark on this career path?

"When I was a kid, I was into the Superman TV show with George Reeves. They were playing reruns on channel 11, PIX, in New York. So I didn't even know what a comic book was–I didn't see a comic book until I was in the third grade.

"When my mom passed away, we moved in with my grandparents, and I went to school in that district. I met a guy named Derek Dingle who drew comic books with his brother, and they would also bring comic books to school. Derek was the one who showed me my first comic book, which was a DC comic book called NEW GODS, by Jack Kirby." ■




I, MR. MXYZPTLK, WILL BREAK THE FOURTH WALL AND BRING YOU...
TO CELEBRATE HALLOWEEN, THE DC STAFF REVEALS THEIR TRUE-LIFE BRUSHES WITH HORROR AND THE SUPERNATURAL...

OFFICE OF FEAR!

"The soda machine thermometer is glitched, heating everything to 85 degrees. Have you ever tried hot lemonade? It's what they serve in Hell. What's amazing is the vending machine guy still comes by, still restocks, still 85 degrees."

-DAVE WIELGOSZ, Assistant Editor

"One of the editors was glitter-bombed. Glitter stuck to the papers on his desk. Those papers were then routed to other departments. That means by the end of the day everyone was glitter-bombed. On the upside, my keyboard looked fabulous."

-KATIE KUBERT, Editor

"No one throws away empty dry-erase markers in the conference room. You can go through like a half-dozen markers before you get one that works. Not a good look when you're up in front of [DC Publisher & Chief Creative Officer] Jim Lee writing nothing with a squeaky marker."

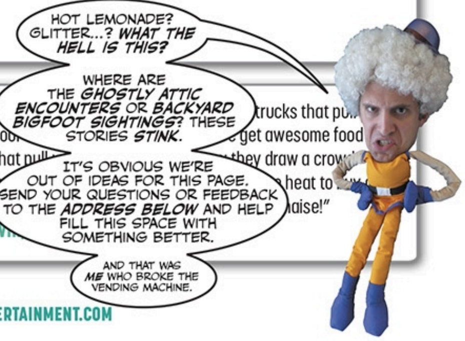
-ANDREA SHEA, Assistant Editor

"Has anyone mentioned the hot lemonade dispenser...? They have? You should list it twice because it also has hot fruit punch. I'm calling the police."

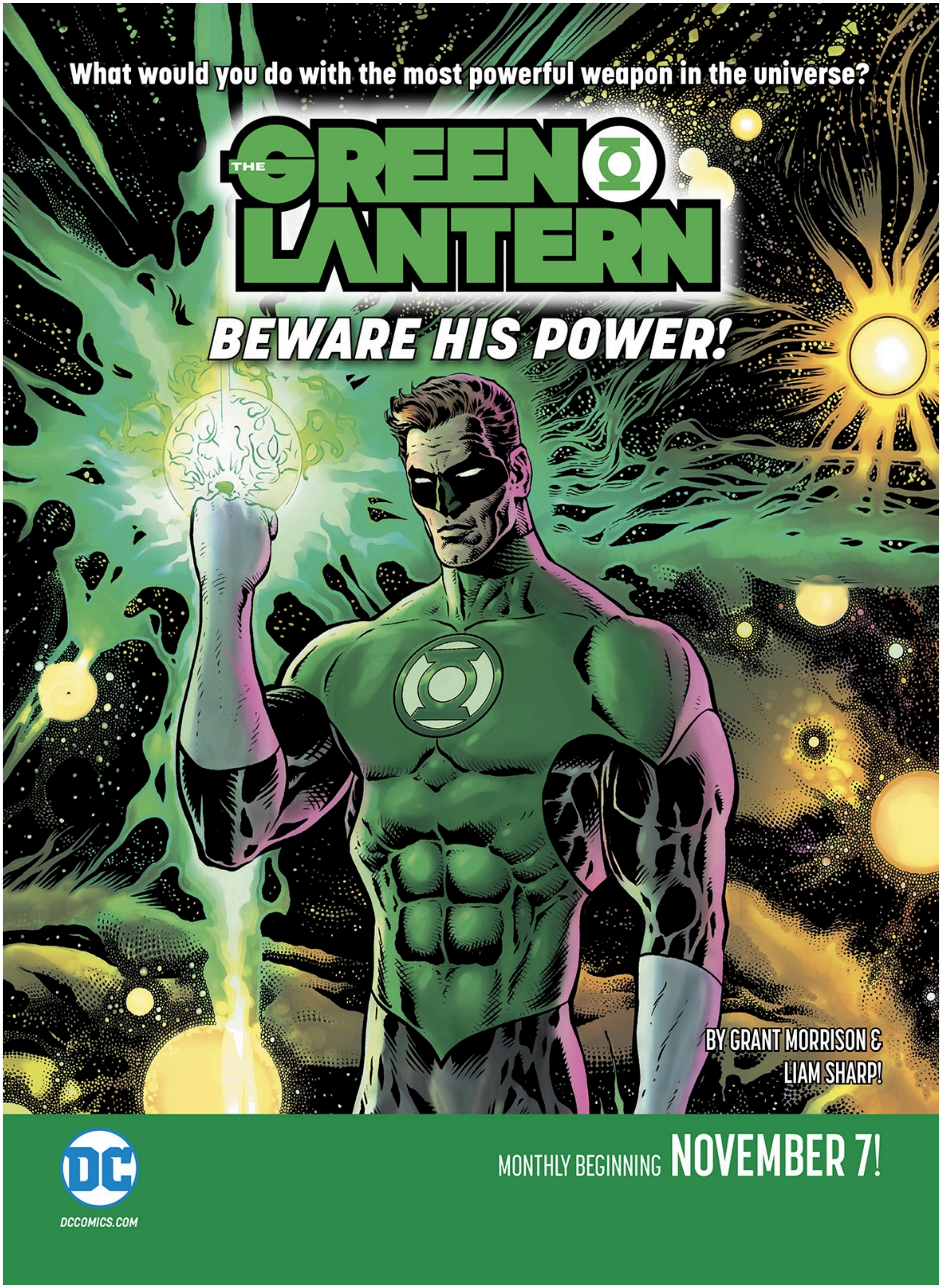
-BRITTANY HOLZHERR, Associate Editor

"The g trucks that pu
outside o get awesome food
trucks that pu they draw a crow
You eve heat to
lobste aise!"

-ROB LEV


HOT LEMONADE? GLITTER...? WHAT THE HELL IS THIS?
WHERE ARE THE GHOSTLY ATTIC ENCOUNTERS OR BACKYARD BIGFOOT SIGHTINGS? THESE STORIES STINK.
IT'S OBVIOUS WE'RE OUT OF IDEAS FOR THIS PAGE. SEND YOUR QUESTIONS OR FEEDBACK TO THE ADDRESS BELOW AND HELP FILL THIS SPACE WITH SOMETHING BETTER.
AND THAT WAS ME WHO BROKE THE VENDING MACHINE.

GIVE A SHOUT: DCNATION@DCENTERTAINMENT.COM


What would you do with the most powerful weapon in the universe?
THE GREEN LANTERN
BEWARE HIS POWER!
BY GRANT MORRISON & LIAM SHARP!
DC
DCCOMICS.COM
MONTHLY BEGINNING NOVEMBER 7!

WHAT I DO...

KIRSTYN MYERS Administrator, Editorial Scheduling

DC ICONS "This is the very first thing I got while at DC; it came with the Injustice video game. I was like, 'Oh my god, look at this giant statue!' It's Wonder Woman trying to kill Batman. Okay! I'm into it."

HIDDEN TALENT "Making really weird noises and sticking my tongue out at people. People ask how my day is, and I usually just respond with: 'Uhhh...mehhh... wehhh?' Sometimes it'll be 'meow's or 'rarrrr's."

BATDOG "When I'm not in the office, I'm taking care of my dog, Bruce Wayne!"

BAT-COW "When I first started at DC back in 2013, editorial was working on the BATMAN INCORPORATED special. Toward the end, there's this amazing story about a cow who saves a baby from kidnappers. He's a totally normal cow, but with markings that look like a Bat-mask! I've always liked cows, so I just naturally fell in love with Bat-Cow."

JOB DIFFICULTIES "Trying to make sure that everyone is aware of all of the changes on each book, because books are constantly moving and artists are constantly moving around."

By Steve Cook

WHAT SHE DOES:

"I keep track of the editorial schedules, constantly looking at the deadlines that are sent to the talent and seeing whether people are meeting those dates. I use this fun analogy that the editorial department makes sure the trains get drawn, and I make sure that they're running on time. I log in around 2,500 to 3,000 pages of work each week over more than 100 different comic book titles and that includes everything that goes into a comic from the cover, script, art, color, letters, etc. Totally soup to nuts.

TELL US ABOUT THE "HOLIDAY SCHEDULE"...

"Because we–and, obviously, all of our printers–get off the week between Christmas and New Year's, we need to make sure that all of the books are steadily coming in early starting from around Thanksgiving. So, for books that come out in December and January, we get them printed further in advance than books that come out during the rest of the year. We have to make sure editors know that the holiday schedule is coming up so the talent doesn't run out of time with the expedited schedule. The hardest thing is that every book is different!"

WHAT CAUSES YOU THE MOST ANXIETY?

"Any time we're starting a new imprint, like Black Label or Young Animals–often [the books are] oversized, and sometimes the pages are even a little bit bigger, so it will take the artists longer to do than it would normally take for interior comic pages. That always causes a bit of hair pulling, because trying to get anything going is always a little hard. It's hard when nothing's final–there are a lot of moving parts right at the beginning."

WHAT DOES YOUR INBOX LOOK LIKE?

"The e-mails are just coming in all the time! Certain forms go into a folder on my desktop, and I have folders for all the deadlines and contracts. That way, if I'm looking for something, I can easily access it by sorting the emails. But I have to constantly sort them. Once, I was out of town for three days, and when I got back I had like 700 e-mails!" ■

Be a hero and help the people of Puerto Rico still struggling after Hurricane Maria.
Ask your local comic book retailer for a copy
RICANSTRUCTION
REMINISCING & REBUILDING PUERTO RICO
TONY DANIEL '17

DC
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AVAILABLE NOW!

DC INSIDER

BREAKING DOWN A PAGE

Brian Michael Bendis, Ryan Sook, Wade von Grawbadger and Brad Anderson take us inside their creative process for a page from ACTION COMICS #1004!

1

PAGE EIGHT–3 panels

PANEL ONE: From behind Lois lane, hovering just off the ground and looking at her like the angry husband who was kind of abandoned and just found her and has no idea what the #$@% she is doing and why she isn't doing it with him?

He hovers there and shrugs his shoulders into a what the #$@% look? He is somewhat backlit by street lights. Giving him an amazing glow. other people dot the street and #$@% their pants at the odd and very rare sight of Superman... let alone a clearly emotional Superman,

He found her. Of course, he found her. It took him five seconds. A big reunion. A big moment.

This same image shows up at the end of 1002. Do your version. This is the pay off of that cliffhanger.

PANEL TWO: Profile. Two shot. Clark and Lois. He hovers down and they stare at each other. They definitely share an intense powerful love that transcends anything anybody throws at them. He is immediately lost in her eyes.

Looking very much like Lois lane now, she looks right back up to her super husband and takes whatever this is on the chin.

She is absolutely madly in love with him, relieved to see him, totally chemically in love with him. He is too.

He has absolutely no idea what's going on with her and if this is even real.

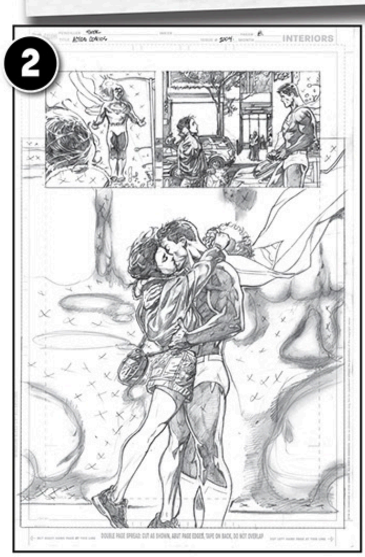
LOIS LANE: Hi honey.

PANEL THREE: Same. But big panel. Most of the page.

Neither one of them can help it and they fall into a big passionate kiss. One for the ages. One weeks in the making.

One each of them was a little worried was never going to happen again. ■

2



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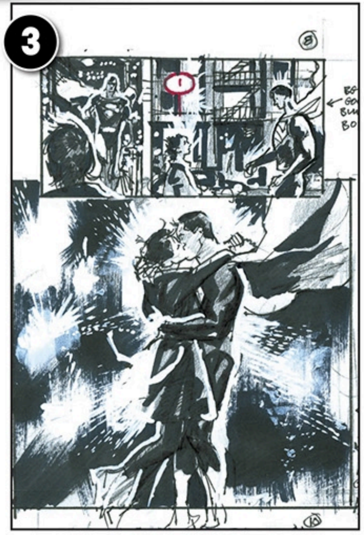


1 BRIAN MICHAEL BENDIS on the SCRIPT:

This is something we've been building towards since revealing Lois' return at the end of ACTION COMICS #1001. Ryan always captures just the right emotion. He never disappoints when it comes to the quieter moments and he nailed this.

2 RYAN SOOK on the PENCILS:

This page is all about emotion. Hinting at frustration, even sadness in the upper panels, to overwhelming passion in that kiss. The composition is one big X, with all perspective and angles, even Superman's cape and Lois' leg, pointing at the central embrace. Their hearts meeting at the physical center of the page. Background blurs, almost disappearing, directing all of our focus, along with Lois and Clark, on that kiss.

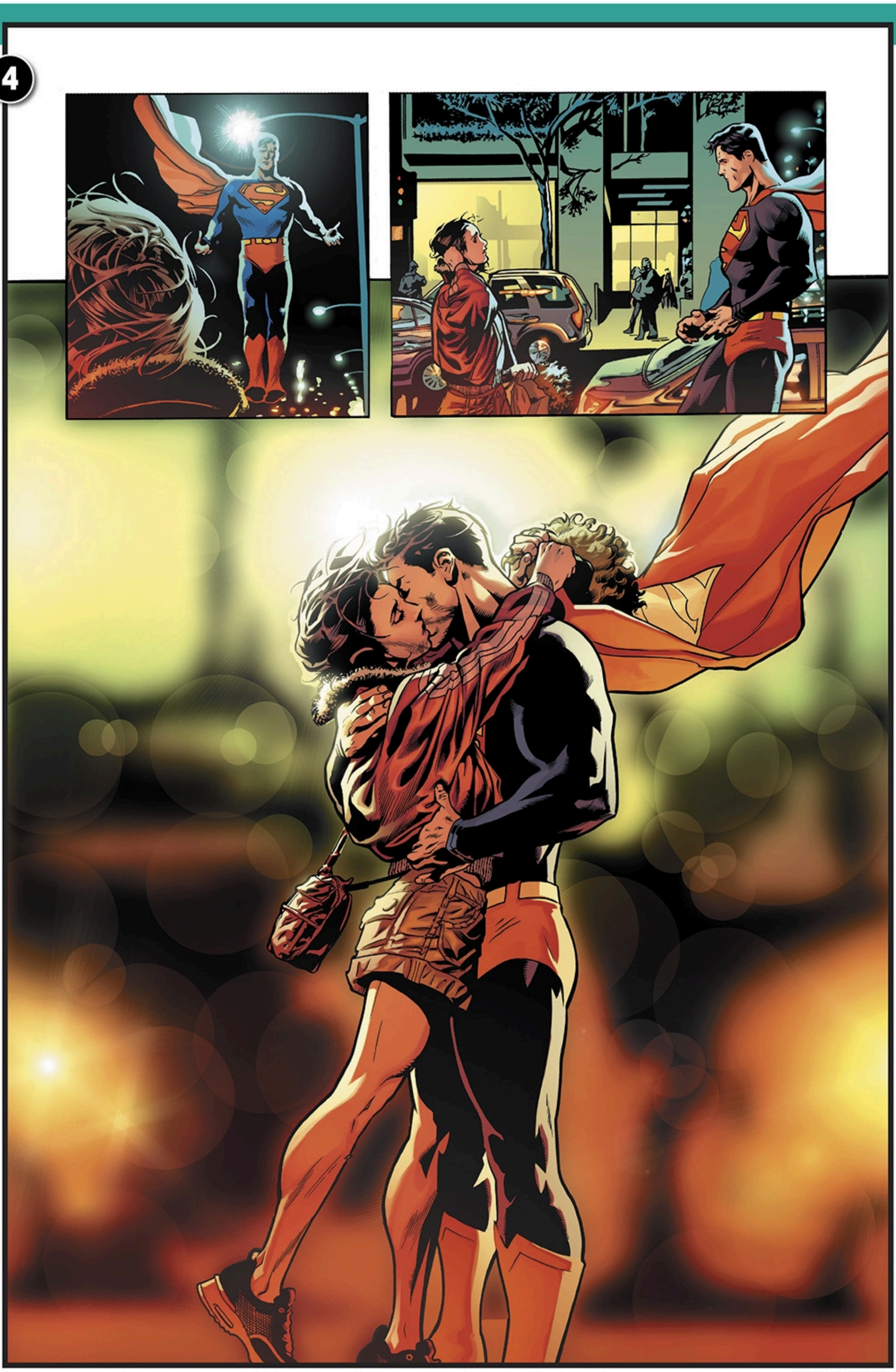
3 WADE VON GRAWBADGER on the INKS:

Ryan had loosely roughed in a shaded, vague background in the final panel with the intent of some sort of blurring/bokeh effect to be implemented. I initially inked it with a basic crosshatch to give it tonal variations and then used various blur effects in Photoshop to accentuate it. You can still make out some of the detail, but just enough to keep them grounded in the world that they will unfortunately have to return to once the kiss is over.

4 BRAD ANDERSON on COLORS:

Ryan puts so much thought and direction in these pages, even thinking of color as it's being drawn. On this page there are multiple light sources leading you to the dramatic kiss, highlighted by the intense colors of the last panel. I really wanted to add to this with subtle textures and backlighting to enhance the focal points in each panel.

4



DANGER

PICK YOUR POISON!

DANGER

Angry gods, evil aliens and an upside-down man: Counting down the 10 biggest threats facing the DC Universe!

10

BANE

KNOW YOUR ENEMY: One of the few people to ever outwit Batman, he once famously engineered an attack that ended with him breaking the Dark Knight's back.

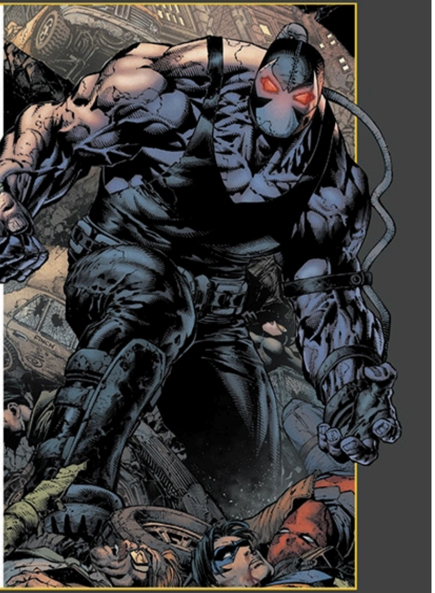
BIRTH OF EVIL: Born in the Caribbean island nation of Santa Prisca, the boy who would become Bane began life sentenced to prison for his father's crimes after dear old Dad fled from the authorities. Raised inside the harsh conditions of a brutal third-world prison, Bane trained both his mind and body to become a brilliant tactician and a monstrous physical threat. One of many inmates used in an illegal test for the experimental strength-enhancing drug Venom, Bane was the only prisoner to survive the trials. Eventually escaping the prison and fleeing to Gotham, Bane would go on to become one of the city's most dangerous criminals.

WEAPONS OF MASS DESTRUCTION: While not possessing any superhuman powers, Bane is a master strategist who has trained his body to peak perfection—he's the Anti-Batman.

APPEARING IN: BATMAN

THE GATHERING STORM: Bane recently revealed that he manipulated events in Gotham City in what appears to be a coordinated attack to disrupt Batman's life and throw the Dark Knight off balance. Bane's most recent move in his monstrous mental chess game: sabotaging the marriage between Batman and Catwoman. But Bane isn't done yet: "Bane has a clear and insidious mission," says BATMAN group editor Jamie S. Rich. "He already broke Batman physically, so his new goal is to break everything else around him. If he began with destroying a romance, with breaking the man's heart, the mind boggles as to where and how—and perhaps, whom—he will strike next."

THREAT LEVEL: ☠☠☠☠○○○○○○



9

TALIA AL GHUL

KNOW YOUR ENEMY: The leader of the global terrorist organization Leviathan, Talia also seduced Batman, a union that produced the troubled child Damian Wayne, the current Robin.

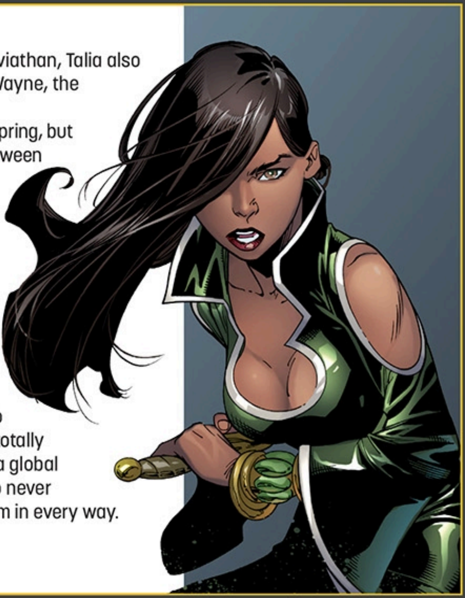
BIRTH OF EVIL: The global eco-terrorist Ra's al Ghul produced many offspring, but none proved themselves worthier of his lineage than Talia. Seemingly torn between her father and her love for the crime-fighter Batman, Talia embraced a dark path when spurned by the Dark Knight Detective. Stepping out from her father's shadow, Talia would assume control of the criminal organization Leviathan to pursue her own agenda of global control—and revenge on her former lover Bruce Wayne.

WEAPONS OF MASS DESTRUCTION: Talia's greatest weapon remains her keen mind and ability to manipulate those around her to infiltrate the highest echelons of power across the world.

APPEARING IN: THE SILENCER, ACTION COMICS

THE GATHERING STORM: After being ousted as the head of Leviathan, Talia has fought her way back to a position of power within the organization—but there's so much more on her to-do list. "She's phenomenally smart, viciously cunning, totally focused and utterly ruthless," SILENCER writer Dan Abnett says. "She has a global agenda and the will to see it through. She wants to prove to her father—who never thought her good enough to be his heir and legacy—that she can exceed him in every way. And there's every chance that she can."

THREAT LEVEL: ☠☠☠☠☠○○○○○



DANGER

8 DARKSEID

KNOW YOUR ENEMY: One of the most powerful beings in the universe, the unforgiving Darkseid once ruled the alien world of Apokolips.

BIRTH OF EVIL: One of two rival siblings who ascended into literal "New Gods," Darkseid ruled the wasteland world of Apokolips, while his brother Highfather presided over the Eden-like planet of New Genesis. Locked in a cycle of war and uneasy peace with his brother, Darkseid relentlessly searched for the Anti-Life Equation–a power that would grant him dominion over all life. Killed in battle by the creature known as the Anti-Monitor, Darkseid was reborn and rapidly aged, now possessing only a fraction of his former power.

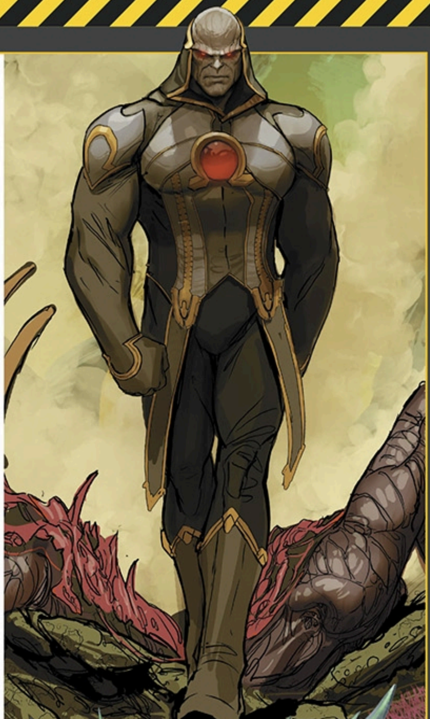
APPEARING IN: JUSTICE LEAGUE ODYSSEY

THE GATHERING STORM: His cunning matched only by his ambition, the former Lord of Apokolips has traveled with a space-faring Justice League squad to the heart of the Ghost Sector, a section of space filled with lost planets long thought dead. We may not know why (yet), but we know that he's definitely up to no good.

"Darkseid's more than just strength and his Omega Beams," explains JUSTICE LEAGUE ODYSSEY writer Joshua Williamson. "He's bigger than his battles with the DCU heroes. He's the oldest evil. The darkness that haunts our past, present and future. He'll always be out there and a part of us, feeding the hateful parts of the universe. Darkseid is."

WEAPONS OF MASS DESTRUCTION: Superhuman strength, near-invulnerability and unstoppable optical blasts dubbed "Omega Beams"–all driven by one of the most Machiavellian minds in the universe.

THREAT LEVEL: ☠☠☠☠☠☠○○○○



7 THE DRAGON GOD NAMMA

KNOW YOUR ENEMY: The ancient Babylonian serpent goddess existed at the dawn of time, before humankind walked the planet, and was one of the first deities ever worshipped by the fledging humans.

BIRTH OF EVIL: Namma is a creature of primordial chaos, and legend states that Namma gave life to the cosmos. If she's got so much omnipotent ability that she can create an entire reality, who knows what she'll be capable of after eons trapped in her nether-dimension? Those "blessed" with the power of creation often fall prey to their inner demons, and give way to the power of destruction instead.

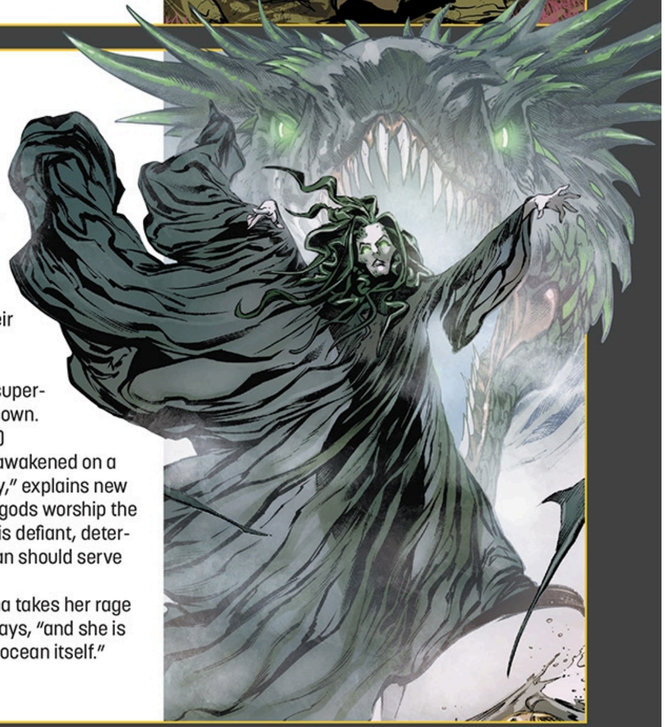
WEAPONS OF MASS DESTRUCTION: As a goddess, Namma is supernaturally powerful, but the full extent of her abilities is unknown.

APPEARING IN: AQUAMAN (starting in December's issue #43)

THE GATHERING STORM: Dormant for centuries, Namma has awakened on a mission of personal vengeance. "Namma is proud and angry," explains new AQUAMAN writer Kelly Sue DeConnick. "While the other sea gods worship the sea and beg her for mercy, guidance and answers, Namma is defiant, determined that the rightful order of things be reversed–the ocean should serve *her*. She is not a steward, she is a goddess and a queen."

And when the sea gods expel her from their midst, Namma takes her rage to the next level. "Her hatred gives her power," DeConnick says, "and she is determined to have her revenge on the other gods–and the ocean itself."

THREAT LEVEL: ☠☠☠☠☠☠○○○○



DANGER

6
THE UPSIDE-DOWN MAN

KNOW YOUR ENEMY: Part of a seemingly immortal race known as "the Otherkind," the Upside-Down Man hails from a dimension of pure magic.

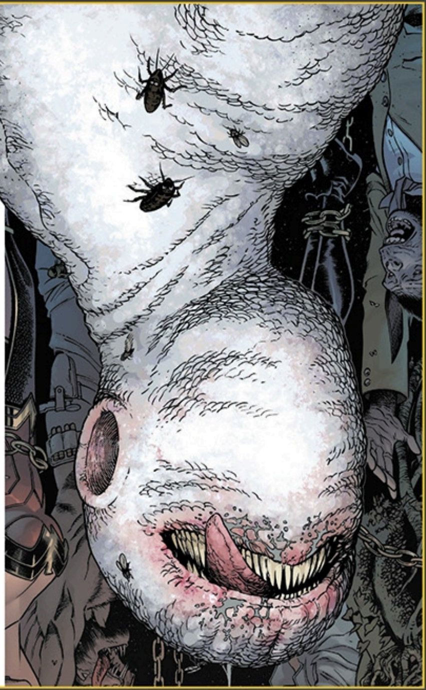
BIRTH OF EVIL: Thousands of years ago, a tribe of humans tapped into the Otherkind's reality and took some of their power, bringing magic into the world of man. Unable to bridge the gap between worlds, the Otherkind remained imprisoned in their realm until freed by the sorcerer Doctor Fate—but not Kent Nelson, the current mantle-wearer. Instead, he's been co-opted by the ancient wizard Nabu, who believes that humanity was never intended to wield magic and that its use has led to chaos. Nabu/Fate seeks to restore order by loosing the Otherkind to reclaim their stolen powers.

WEAPONS OF MASS DESTRUCTION: Composed of living magic, the Upside-Down Man is nightmarishly powerful, demonstrating the ability to reshape reality seemingly at a whim.

APPEARING IN: JUSTICE LEAGUE DARK

THE GATHERING STORM: A run-in with the Upside-Down Man proved catastrophic for the Justice League Dark—Swamp Thing sucked dry of life, Detective Chimp melted to a puddle—but a supercharged Wonder Woman was able to exile the creature from our world. "But the Upside-Down Man is a specter that won't stay away for long." "This is the kind of monster that monsters have nightmares about," says JUSTICE LEAGUE DARK writer James Tynion IV. "He is a being of pure horror; everything about him is wrong. His face is wrong. His skin is wrong. The way he inherently ignores the laws of physics by walking upside down is wrong. He is a nightmare made of pure magical energy, virtually omnipotent on our level of reality. He is going to terrify you out of your mind, and then he's going to eat you. That's his plan."

THREAT LEVEL: ☠☠☠☠☠☠☠○○○



5
ROGOL ZAAR

KNOW YOUR ENEMY: A military zealot claiming to have destroyed Superman's homeworld of Krypton, Rogol Zaar believes it's his duty to eradicate the Kryptonian species from the universe.

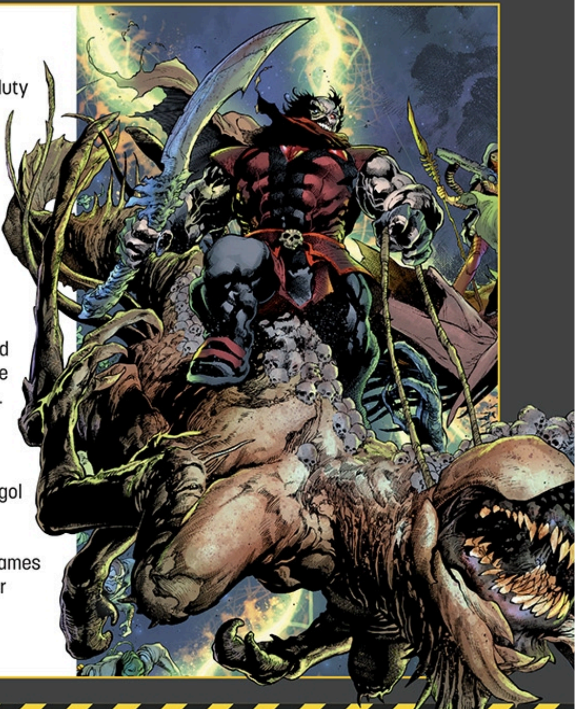
BIRTH OF EVIL: Although his exact planet of origin is unknown, it's believed that Rogol Zaar's homeworld was a victim of interplanetary genocide. A warrior zealot intent on cleansing dangerous species, Zaar worked for the Circle, a clandestine group of cosmic beings who once saw it as their duty to shape and guide the universe. Refusing to accept that Krypton posed no threat, Zaar went into hiding after its destruction, fueling the belief that he may have had a hand in its demise. Resurfacing after learning a Kryptonian had survived, Zaar made his way to Earth.

WEAPONS OF MASS DESTRUCTION: Strength and invulnerability rivaling that of Superman, a tactician's mind for battle and an arsenal of pirated gear from countless dead worlds. Zaar's weapon of choice is a massive battle-axe capable of channeling powerful energies of unknown origin.

APPEARING IN: SUPERMAN

THE GATHERING STORM: Exiled to the Phantom Zone by Superman and Supergirl, Rogol Zaar has turned seeming defeat into a rallying cry by uniting all the criminals of the Zone into an army under his banner. "Rogol Zaar is the complete package for a villain," says Super-Group editor Brian Cunningham. "Physically, he is at least on par with Superman, maybe even stronger. Strategically, he plays both the short and long games extremely well. Even though he's destroyed Krypton and plenty of other planets, I feel like we've yet to see the worst this monster can do."

THREAT LEVEL: ☠☠☠☠☠☠☠○○○



4 CONTROLLER MU

KNOW YOUR ENEMY: The Controllers are an alien race with ties to the Guardians of the Universe, but unlike their blue counterparts, they believe total control is the only way to ensure peace and order in the cosmos.

BIRTH OF EVIL: The Controllers hail from Oa, the same planet as the Guardians of the Universe. Where the Guardians believe in working with the will of other races to bring about peace, the Controllers believe in eradicating free will to ensure order. Creating the militaristic Darkstars to enforce their vision, the Controllers seek to realize their vision through any means necessary.

WEAPONS OF MASS DESTRUCTION: While powerful in their own right, the Controllers prefer to act through surrogates, creations such as the monstrous Sun-Eaters or their own twisted version of the Green Lantern Corps known as the Darkstars.

APPEARING IN: November's THE GREEN LANTERN #1

THE GATHERING STORM: The Controllers have a new plan to bring "peace" to the universe—and it's already in motion. "Imagine Controller Mu like a space cult leader," GREEN LANTERN writer Grant Morrison explains. "Rather than Darkstars, he has his own bodyguards called the Blackstars. This is the Bhagwan Rajneesh version of a Controller, and he has very different ideas about how the universe should be run, and the way that he's kind of playing Hal Jordan and the Green Lantern Corps is quite a big part of the first six issues of the series."

THREAT LEVEL:
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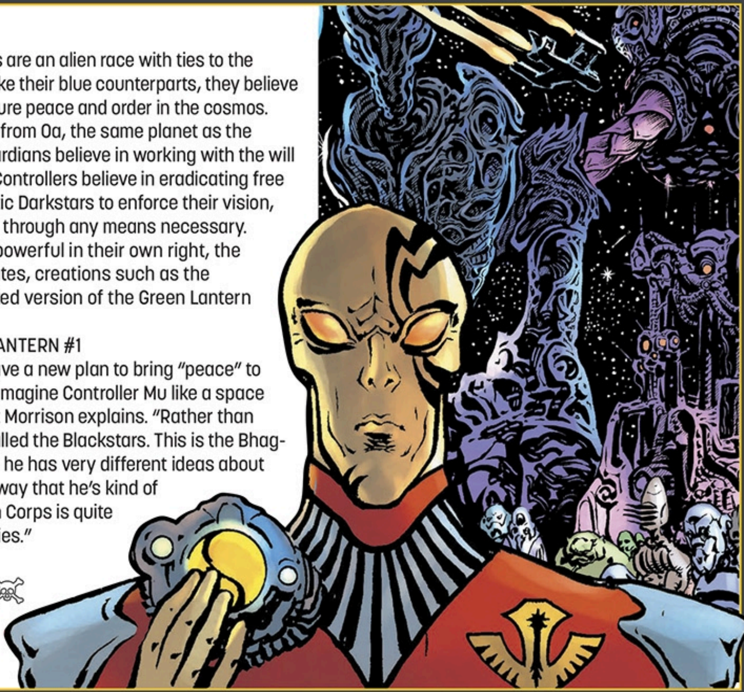


3 THE LEGION OF DOOM

KNOW YOUR ENEMY: Led by criminal mastermind Lex Luthor, the Legion of Doom is the nightmarish counterpart to the Justice League: The Joker, Black Manta, the Cheetah, Sinestro and Gorilla Grodd.

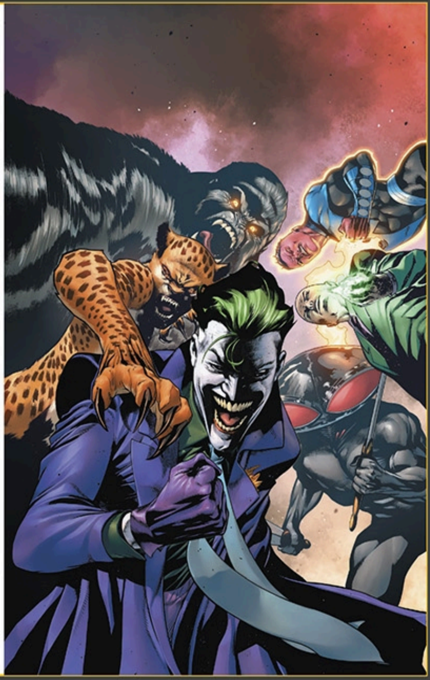
BIRTH OF EVIL: Lex Luthor made a terrifying discovery: humanity's true purpose is to be the apex predator in the universe. We're meant to be in charge of our reality, and if we continue on the path the Justice League has presented, we'll never achieve our fullest potential. After learning this truth, Lex also uncovered the existence of seven unknown energies in the universe. Assembling a legion of super-villains to aid in his goal, Lex Luthor is determined to harness those energies and "free" humanity—regardless of whom he has to kill in the process.

WEAPONS OF MASS DESTRUCTION: Lex Luthor's brilliant mind, Sinestro's power ring, Gorilla Grodd's mind control, the Cheetah's savage hunting skill, Black Manta's cunning and The Joker's ruthlessness.

APPEARING IN: JUSTICE LEAGUE

THE GATHERING STORM: Luthor's all-star assemblage of adversaries looks to remake humanity in an effort to take their rightful place in the cosmos, which would be a laudable goal if it weren't for the fact that the Legion of Doom consists of psychotic murderers, bloodthirsty mercenaries and antisocial agents of chaos. Is this really what we want to unleash on an unsuspecting Multiverse? "The Legion of Doom is dangerous because it's our deadliest villains working together in new ways, helping one another as a team like they never have before," says Scott Snyder, JUSTICE LEAGUE scribe. "For so long their goals have kept them in one another's way, but now, with their plans aligned, they're a threat the Justice League isn't ready to face."

THREAT LEVEL: ☠☠☠☠☠☠☠☠



2 THE CRISIS KILLER

KNOW YOUR ENEMY: That's the problem: the culprit behind HEROES IN CRISIS' superhero mass murder hasn't been caught, much less identified. Here's what we know...

BIRTH OF EVIL: It started with the best of intentions: a secret, super-powered hospital dubbed Sanctuary where heroes could go and recover from the mental toll of battling the evils of the DC Universe. Created by Batman, Superman and Wonder Woman, Sanctuary was a place where all your secrets would be kept and you would be safe–until it became a crime scene. Multiple superhero fatalities including the Flash (Wally West) and Arsenal (Roy Harper) was only the beginning.

WEAPONS OF MASS DESTRUCTION: Who has the abilities to take out so many super-powered heroes at once? Was it an attack from within or without? If it was an outside force targeting Sanctuary, how did they know of the hidden hospital's existence? There are more questions than answers, but time-traveling hero Booster Gold and the sometimes-villain-sometimes-hero Harley Quinn look to be the prime suspects.

APPEARING IN: HEROES IN CRISIS

THE GATHERING STORM: THE GATHERING STORM: Barry Allen (the Flash) and Oliver Queen (Green Arrow) just lost their friends and former partners. A promised safe haven turned into a crime scene. Former allies became fugitives. The cost of being a hero is high and the bill for our characters is overdue.

"The mindset for our heroes coming out of HEROES IN CRISIS is best summed up by Batman himself in the first issue: 'Our hope for redemption is now just another hunt for vengeance,' notes HEROES IN CRISIS associate editor Brittany Holzherr. "The DCU has always had this kind of trauma, and just as Batman expected, not even the Trinity can save their fellow heroes from it. Now a new question arises from the ashes of Sanctuary: Is there someone out there who can save them from the trauma that comes with being a hero? If not the Trinity, then who?"

THREAT LEVEL:

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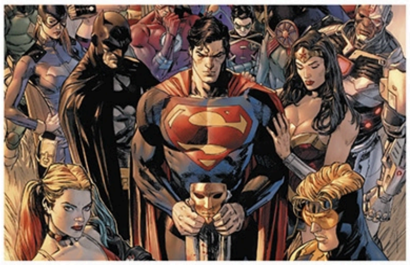

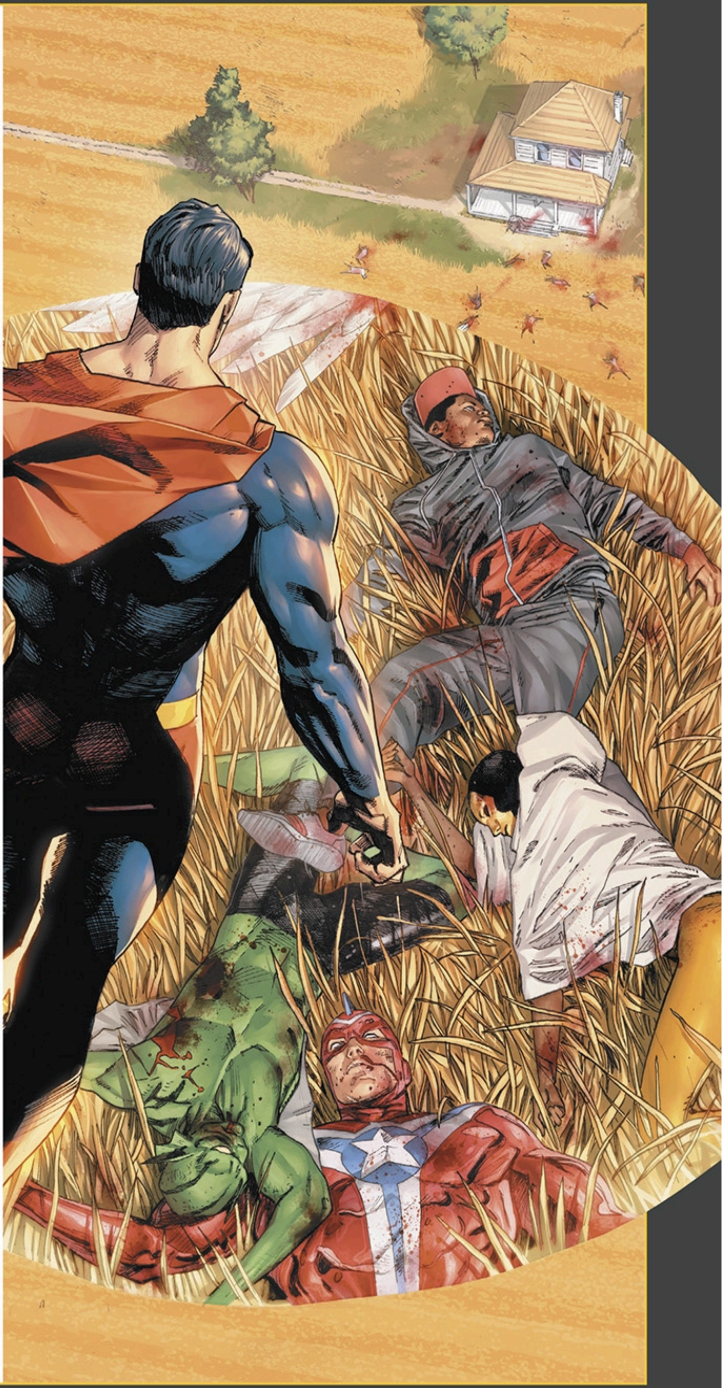

1 THE BATMAN WHO LAUGHS

KNOW YOUR ENEMY: A twisted version of Batman from a broken reality, the Batman Who Laughs is a hybrid amalgam of Bruce Wayne and The Joker.

BIRTH OF EVIL: On Earth-22, The Joker devastated Gotham City, murdered Commissioner Gordon and captured Batman, forcing the Dark Knight to watch a simulation of his parents' murder over and over again. His mind broken, Batman freed himself and beat The Joker to death, triggering the villain's final prank: the release of the most virulent strain of his Joker toxin. Transformed physically and mentally, the "Jokerized" Bruce Wayne became the Batman Who Laughs, a nightmarish creature who embraces murder and mayhem, eventually breaking free of his dying world and invading ours.

WEAPONS OF MASS DESTRUCTION: Like Earth-0's Dark Knight, the Batman Who Laughs does not have any powers. However, his aptitude for strategic planning mixed with The Joker's lack of restraint makes for a combination of pure, calculated chaos.

APPEARING IN: JUSTICE LEAGUE, December's THE BATMAN WHO LAUGHS #1.

THE GATHERING STORM: Once believed dead, the Batman Who Laughs was revealed to be imprisoned in the bowels of the Legion of Doom's headquarters. "The Batman Who Laughs is a Bruce Wayne with no morality at all, only evil in his heart," explains THE BATMAN WHO LAUGHS writer Scott Snyder. "Cunning, calculating, with an added element of pure chaos that makes sure no one can really account for his plans. He's the Batman we all know, but he's pure evil. And Batman always wins."

THREAT LEVEL:
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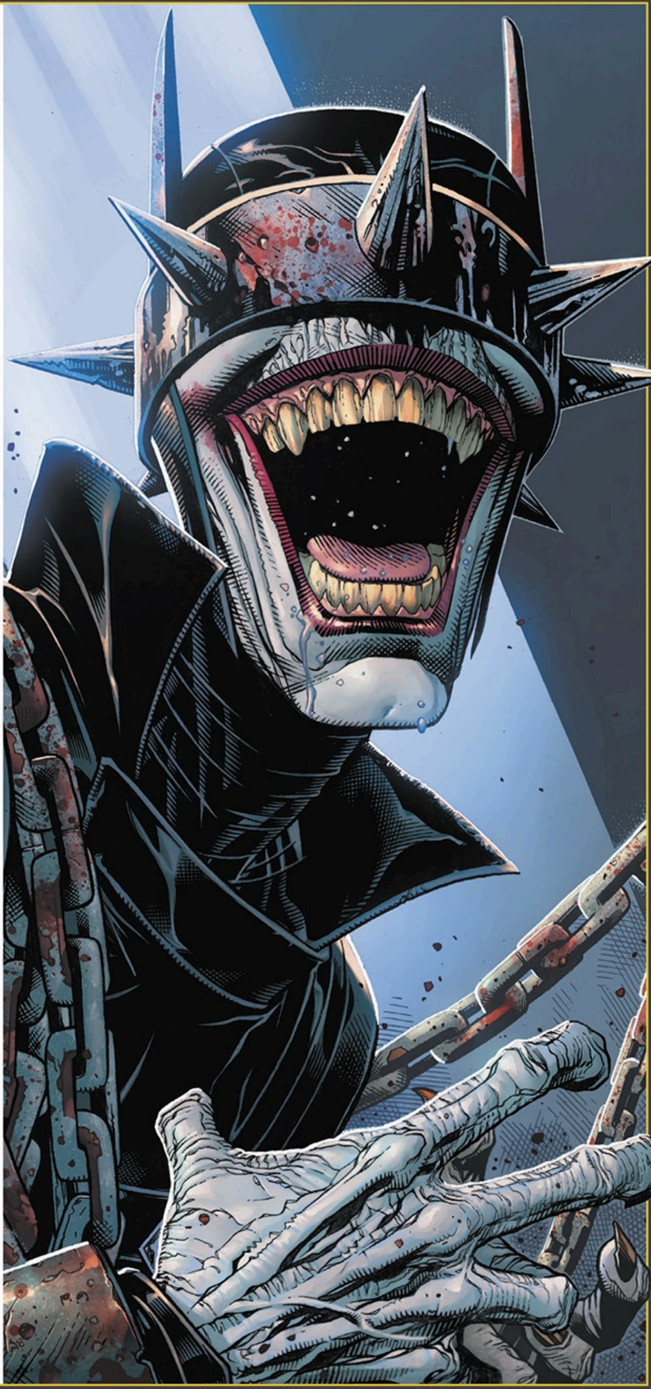


HARD TIME

ARKHAM ASYLUM vs. THE PHANTOM ZONE:

Comparing DC's top two iconic super-prisons

Sure, being a super-villain sounds great. But if you get busted in the DC Universe, you'll end up in one of a dozen terrifying super-prisons. The two most infamous? Arkham Asylum, where Batman stashes his rogues gallery, and the Phantom Zone, Superman's evil-repository of choice. So if you do get pinched committing a super-crime, which prison are you better off calling home?

LOCATION! LOCATION! LOCATION!

Any realtor will tell you: location is key. So which super-prison has the preferable real estate? The Phantom Zone is a timeless limbo reality wedged between dimensions. Arkham Asylum is located in Gotham City—a town known for mass riots, interactive riddles and secret rooftop meetings between the cops and an emo Bat-clique.

WINNER: ARKHAM ASYLUM *(Gotham is a party!)*

NAME GAME

No denying "Arkham Asylum" evokes a creepy-cool, evil atmosphere, but if you shorten "Phantom Zone" to "P-Zone" it sounds like "P'Zone" and P'Zones are delicious.

WINNER: PHANTOM ZONE *(We're writing this before lunch.)*

THE BOSS MAN

Who runs the joint? With Arkham Asylum, you've got Jeremiah Arkham, the head doc with an on-again/off-again hobby of torturing inmates. The Phantom Zone has Superman, a superhero so nice he gave his dog a cape.

WINNER: PHANTOM ZONE

MEET THE NEIGHBORS

Which facility offers more interesting cell mates? Countless alien life-forms pulled from across time and space populate the Phantom Zone. Arkham houses a talking crocodile and a clown with impeccable fashion sense.

WINNER: Kind of a toss-up, but we're going with **ARKHAM.** They've got The Joker. Even when he's gassing you with fish, who doesn't love The Joker? None of this makes sense.

DOLLAR MENU

The Phantom Zone is a realm of eternal ghosts wracked with hunger yet lacking the substance to eat. Arkham Asylum is a hospital, so, you know...hospital food.

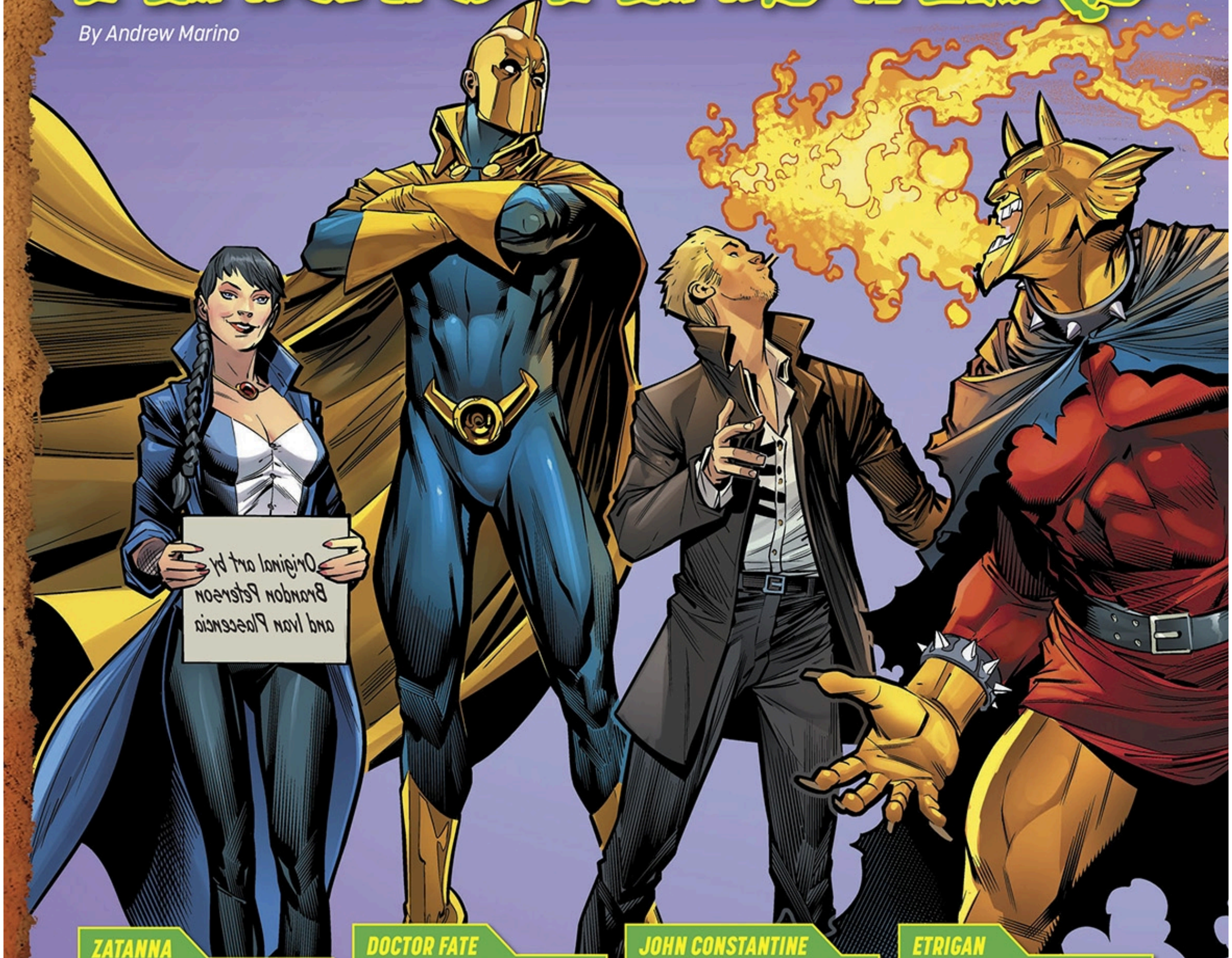
WINNER: THE PHANTOM ZONE

THE FINAL SCORE

THE PHANTOM ZONE, 3-2. Buuuut this was a "which is worst" contest, so maybe Arkham is the real winner here? It's the best worst...? Whatever. Make your own choice: take a hardcore look inside Arkham Asylum in the pages of **DEATHSTROKE: ARKHAM** or sit ringside as a Phantom Zone insurrection plays out in **SUPERMAN**, both on sale now!

MAGIC MASTERS

By Andrew Marino



ZATANNA

MAGICIAN

"The most basic form of magic user, the magician category, encompasses everyone from a magic pupil who can perform a single spell to some of the most skilled and dangerous magic practitioners in the world," explains Tynion. "The most powerful living magician, Zatanna Zatara, uses her family's secret method of "Backward Talking" to focus her intent while casting incredible and dangerous spells. Zatanna must know and speak her words clearly and with intent to cast a spell, otherwise the spell will backfire with unknown consequences."

DOCTOR FATE

SORCERER

"To mitigate some of the risks spells can cause, many magicians turn to enchanted artifacts to enhance their abilities. Focusing their magic through these tools, the wielder taps into deeper wells of magic. These extra-powerful magicians are called sorcerers. However, some of these relics are imbued with a spirit, such as the Helmet of Fate, which is inhabited by the Lord of Order Nabu, and guides the greatest sorcerer of the modern age, Kent Nelson. Nelson uses the Helmet of Fate to fight as Doctor Fate in the name of preserving order in the world."

JOHN CONSTANTINE

MAGIC BLOOD

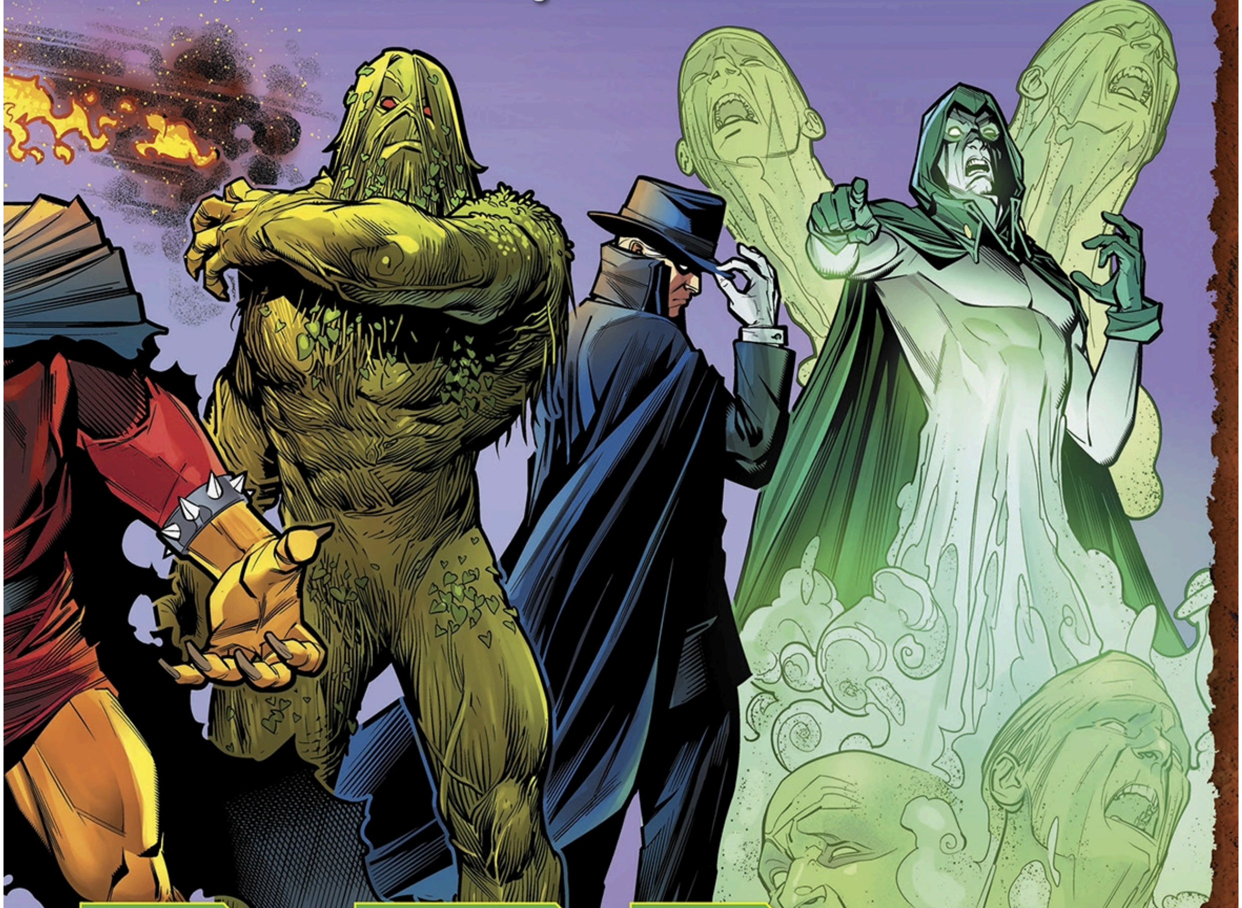
"Living beings who, by birth or intervention, carry the blood of a fully magical being in their veins are capable of withstanding a level of magic that a human body cannot normally handle. John Constantine is the most well-known of these wielders. Though he started his career as a common magician, once Constantine was infected with demon blood, he became capable of performing far more dangerous and risky magic. Invoking hybrid magic this way comes at a cost, as the spells tax a user's soul each time they perform an incantation."

ETRIGAN

CHAMPION

"Magical beings, whether they are gods or demons, can also become bonded to a human soul. Ever since the wizard Merlin bonded Jason Blood to the demon Etrigan in the court of Camelot, they have become a towering force of magic in the DC Universe. Though the power of Etrigan grants Jason Blood an array of abilities, when the demon takes hold, Jason's consciousness is sent to Hell, where he is tormented until he regains control."

JUSTICE LEAGUE DARK writer James Tynion IV details the dark arts and brings the DCU's hocus-pocus into focus detailing the different schools of the occult arts and their strongest wielders



SWAMP THING

GUARDIAN

"The elemental forces of the universe create their own protectors, guardians on Earth that wield elemental powers. These beings can become immensely powerful, and typically bind to the consciousness of a mortal being. As scientist Alec Holland died in the Louisiana swamps, the celestial force protecting all plant life fused with him, creating a new life-form–the Swamp Thing. As the protector of "the Green," Swamp Thing is the elemental guardian of all vegetation on Earth and beyond."

PHANTOM STRANGER

ARCHMAGE

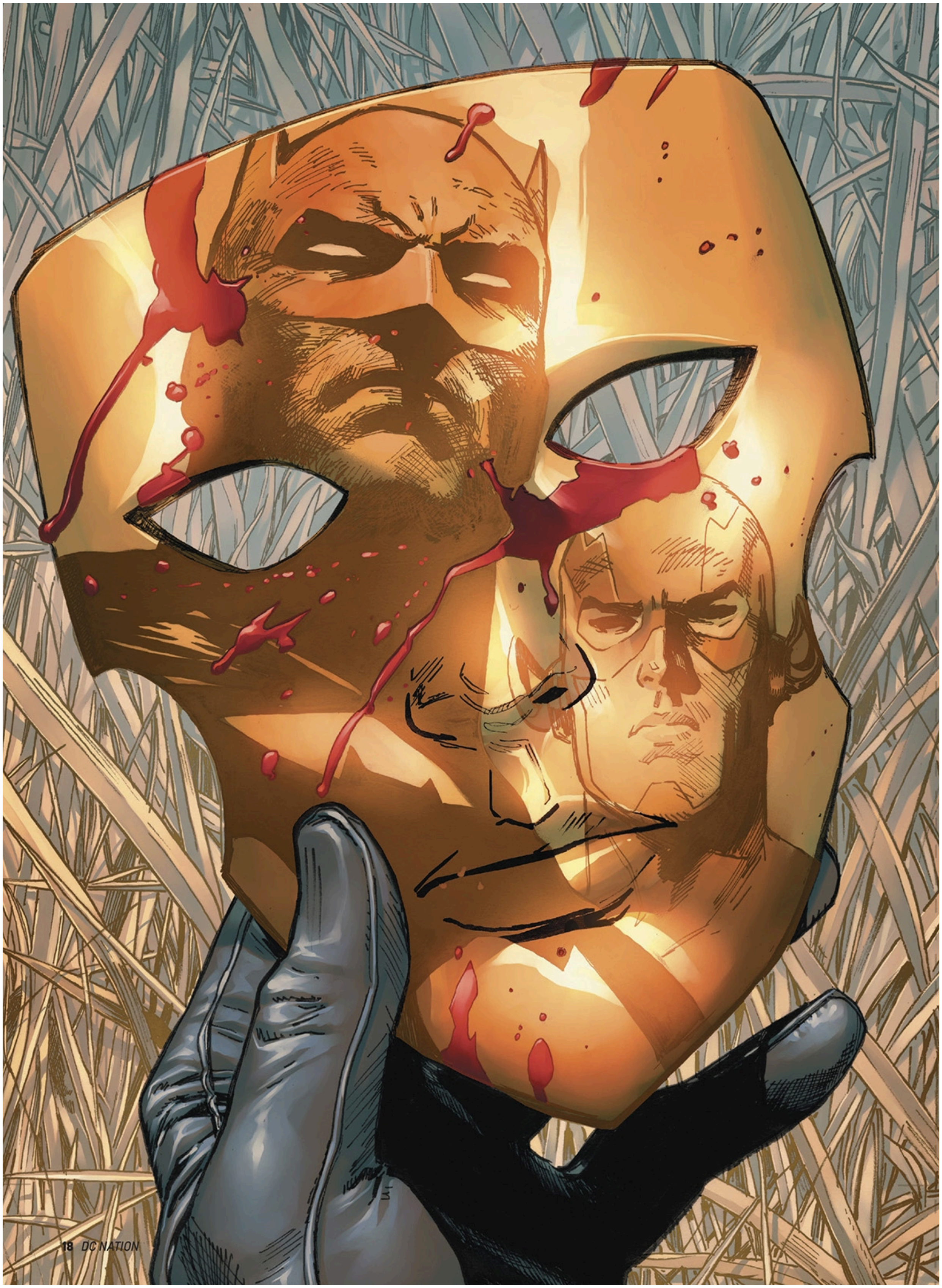
"Playing with magic that should lie far beyond the reach of mortal hands can have drastic consequences for the wielder. There are a select few immensely powerful sorcerers who have transcended the enchanted objects they use and become enchanted themselves; others are even higher beings of magic that fell to our plane of existence. These beings are called archmages, with the most well-known being the Phantom Stranger. His past is a mystery, but he has fought for balance in magic for generations."

THE SPECTRE

JUDGE

"The most powerful magical forces in all of creation are called judges. They are given their power by the Divine Presence itself. The Spectre, known as the Wrath of God, stands as one of the most powerful judges. He is virtually unstoppable unless bound to a human soul, and is currently connected to Jim Corrigan. Judges are limited by the tasks they are set upon by their master, but should they break free, the danger would be apocalyptic." ■

PICK UP
WONDER WOMAN AND JUSTICE LEAGUE DARK: THE WITCHING HOUR #1
ON SALE NOW!



DEATH COMES TO SANCTUARY

As the dust settles from HEROES IN CRISIS #1, we break down the issue's biggest shocks and answer some burning questions

By Allyson Gronowitz

Warning: Do not read this feature until you've finished HEROES IN CRISIS #1–major spoilers to follow!

Death hits close to home for Batman, Superman and Wonder Woman in HEROES IN CRISIS #1. But can catching the killer help the heroes heal, or will the ultimate reveal only further damage the already fragile heroes?

"Here was something that was set up to help, and it ended up becoming an instrument of harm," reveals HEROES IN CRISIS editor Jamie S. Rich. "The heroes left to deal with the aftermath will need to get to a position that says, 'We can't stop helping, we can't stop trying to make it better, we have to continue to try.' That's what heroism is."

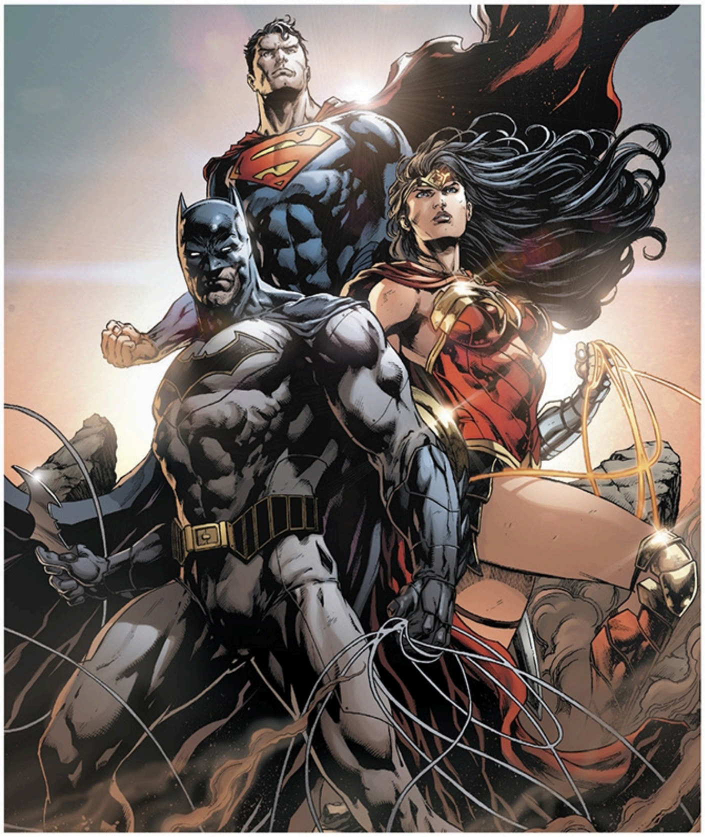
With so much to unpack, we delve into the big questions from the series' first issue to address everything from casualties and suspects to what comes next for the heroes of the DC Universe.

CATCH ME UP: WHAT IS SANCTUARY?

The DC Trinity of Wonder Woman, Superman and Batman recognized that their fellow superheroes were hurting emotionally as well as physically. In an effort to assuage this pervasive, psychological pain, the Trinity brought their heads and hearts together to develop Sanctuary, a place for superheroes to cope with and–hopefully–recover from their deepest traumas.

To the outside world, the establishment looks like an empty, isolated ranch in rural Nebraska. Inside, there's a complex, futuristic compound built by Batman from Superman's Kryptonian technology, and infused with Wonder Woman's sense of compassion.

Sanctuary was supposed to be, well, a sanctuary–a place for traumatized heroes to seek the therapy they desperately need.

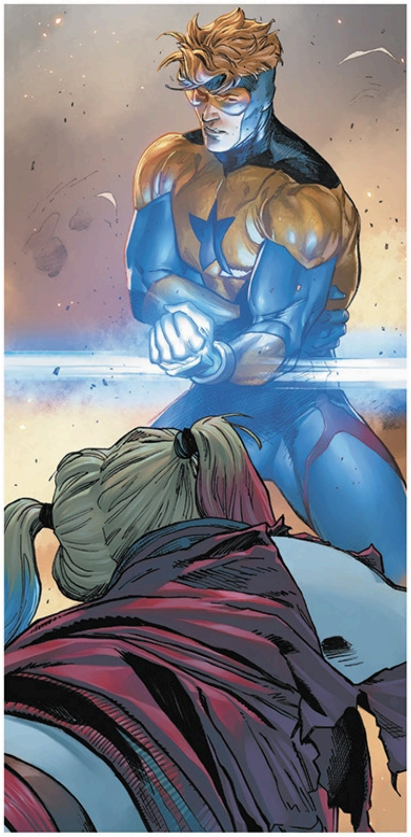


WHO DID IT?

The prime suspects in this murder mystery: Harley Quinn and Booster Gold. Both were receiving treatment at Sanctuary when the bodies started piling up—and each now blames the other for the brutal crime.

After a gift idea gone wrong lands Booster in time-travel hell, Batman sends Booster to Sanctuary to work through his personal trauma. Harley, meanwhile, has always toed the line between "hero" and "villain"—veering mostly toward "villain"—but lately, more often than not, she's been working with the good guys.

However, neither has a concrete motive for wreaking havoc on fellow Sanctuary seekers. Is it possible someone—or something—else is at play here?



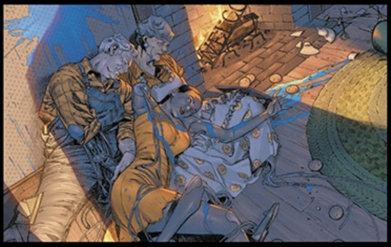
THE FACES OF SANCTUARY

THE GREETERS: It was Superman's idea to design robot "greeters" to welcome each hero at the gates of Sanctuary—and he opted to model them after the three people from his youth who made him feel the most human: Ma Kent, Pa Kent and Lana Lang.

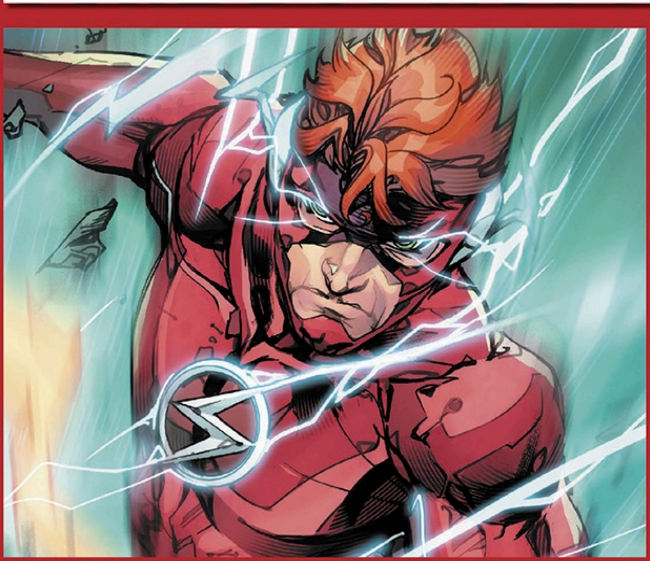
"Who is more calming a presence than Ma and Pa Kent?" Rich says. "The idea was to make the suffering heroes feel safe, to feel like they've come home. The whole façade of Sanctuary is of that mythological American ideal, where everyone has a place to call their own."

In HEROES IN CRISIS #1, however, the three Greeters are caught in the carnage of the Sanctuary massacre, leaving behind a gruesome tableau of good intentions gone wrong.

THE COUNSELORS: Every hero seeking treatment at Sanctuary would interact with an A.I. hologram or robot powered by Kryptonian crystals. These robotic beings were able to mimic human psychological counselors while ensuring that the superhero's identities and traumas remained a secret.



GONE BUT NOT FORGOTTEN



THE FLASH (Wally West): Wally has been struggling with his sense of identity and the loss of his family after returning from the Speed Force to discover that the children he mourns for never existed. If anyone needed a boost from Sanctuary, it was Wally—but the place that was supposed to heal him ended up being his final, violent resting place.

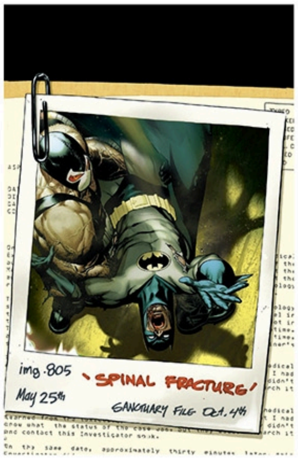
"Wally West has been through a lot," admits Rich, "and the intent of having him go to Sanctuary was to provide him the space to sort out his fractured memories and make peace with the loss he suffered due to the Multiversal shake-up. Here is a man who has always tried to do right, but who has had so much ripped from him as a consequence of that."

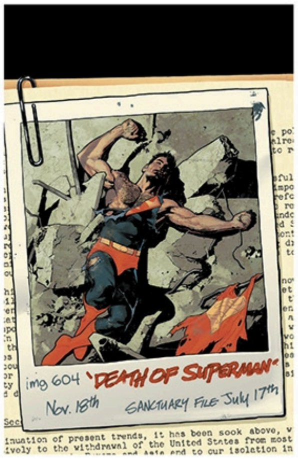
PSYCH PROFILE VARIANTS

The DC superheroes have each gone through some pretty tough times. And for the HEROES IN CRISIS variant covers, artist Ryan Sook picks out some of these defining traumas in the trying lives of the DC superheroes and depicts these moments as photographs in each hero's psychological file.

The first three variants feature none other than the Trinity: Superman in THE DEATH OF SUPERMAN, Wonder Woman killing Maxwell Lord and Bane breaking Batman's back.

"The variant covers were Jim Lee's idea," explains Rich. "He thought that by digging back into our history and reminding readers of some of the bigger stories, we could show the true cost of putting your life in danger for the greater good. Every hero faces moments that they may never come back from, but if Superman can rise from the dead, Batman can walk again and Wonder Woman can make peace with her tough choices, then there is hope for all."



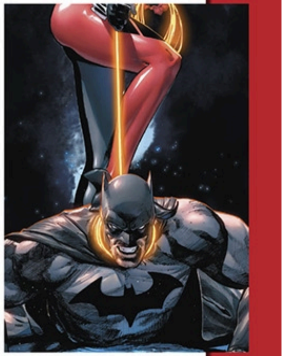


SEVEN OR NINE?

HEROES IN CRISIS was originally planned to be a seven-issue series. But as some stories do, this one has evolved beyond its original conception, necessitating an expansion to nine issues.

More is good, right? Well, given the way things have gone so far at Sanctuary…probably not for heroes of the DC Universe.

WHAT'S NEXT?

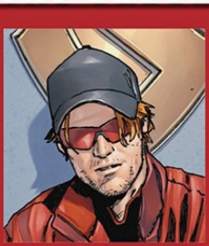


Unfortunately for the heroes, the pain is only beginning. Issue #2 will pull back the curtain on even more deaths at Sanctuary, as the murder mystery continues to unravel. Plus, Harley Quinn will single-handedly take on Batman, Superman and Wonder Woman…as the Trinity's own confessions are finally revealed.

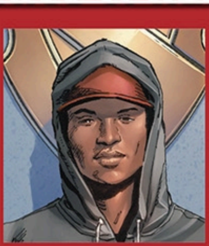
"As readers, we will learn more about the inner motivations that make these heroes stand up for humankind," Rich says. "At the same time, we get to unlock a murder mystery that gets to the heart of the sacrifices that heroes make. With multiple suspects and no clear, credible witness, relationships will be tested, and both egos and bodies will be bruised." ■

Pick up HEROES IN CRISIS #2, in stores October 24!

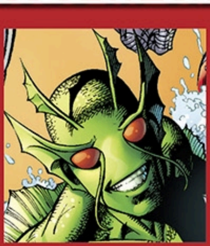
The Casualties of HEROES IN CRISIS #1



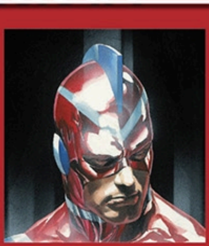
ARSENAL (Roy Harper): Former partner to Green Arrow, former Titan and former addict, Roy Harper was finally getting his life in order, thanks to Sanctuary and to the support of his best friend Jason Todd (Red Hood).



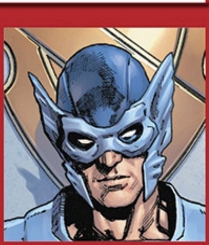
HOTSPOT (Isaiah Crockett): The half-human, half-H'San Natall possessed the ability to increase the temperature of an object by touching it. The one-time Teen Titan found kinship with others like him, but still harbored demons from his youth.



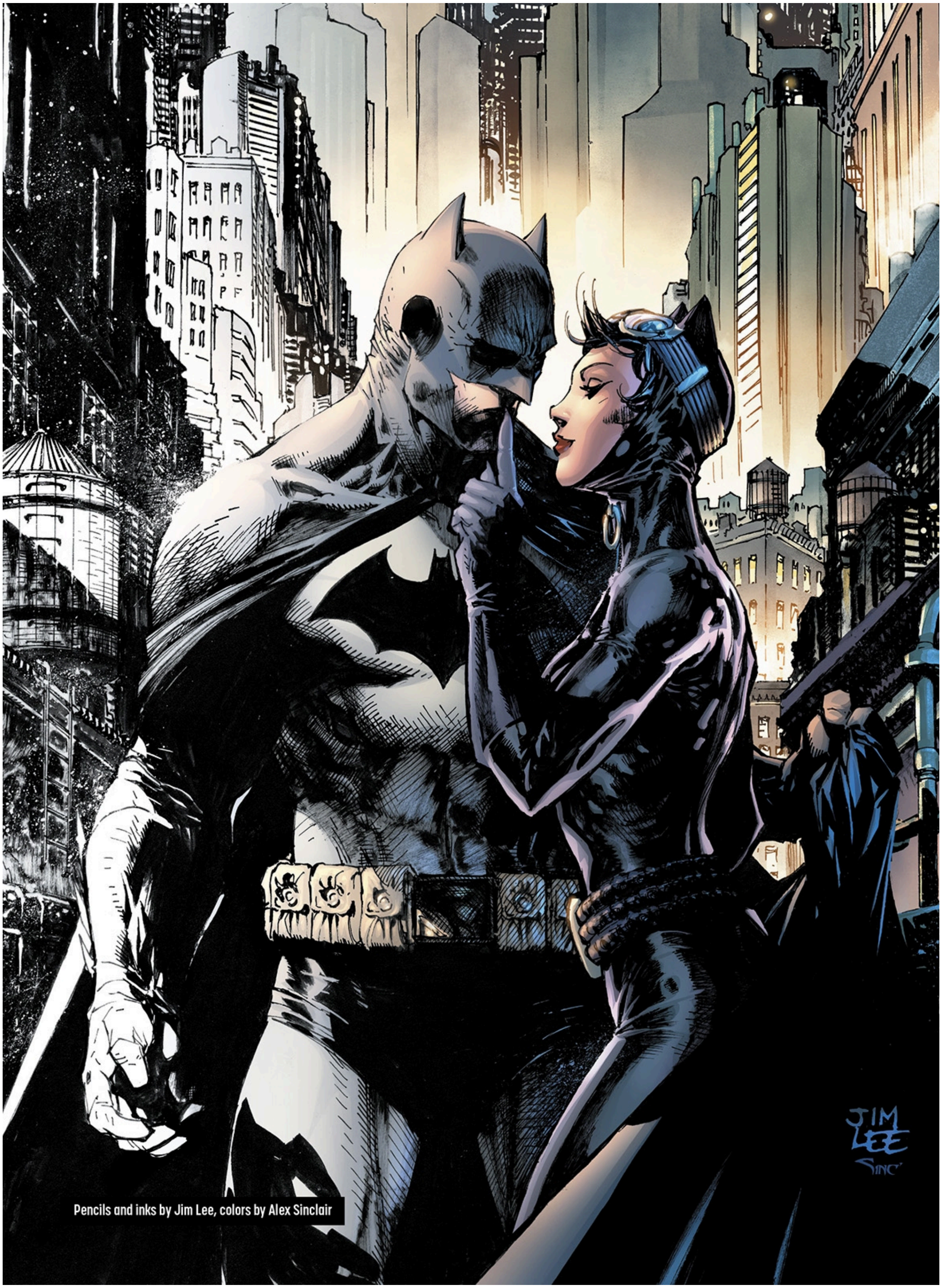
LAGOON BOY: Accepted as a citizen of Atlantis, Lagoon Boy had superhuman speed and strength as well as the power to control amphibious creatures. The defining trauma that landed him in Sanctuary? An attack on the East Coast Titans that left him and most of his team for dead.



COMMANDER STEEL (Hank Heywood): After suffering a near-fatal war injury, biology student turned soldier Hank Heywood underwent a risky surgery to replace his bones with steel tubing. But even the so-called Indestructible Man couldn't guard himself against the Sanctuary tragedy.



BLUE JAY (Jay Abrams): Blue Jay arrived on Earth as a refugee from the planet Angor and eventually joined the Justice League. He was always plagued by self-doubt, feeling deep down that his flying and shrinking abilities didn't truly merit him a spot among the more powerful, more high-profile superheroes.


JIM LEE
SINC

Pencils and inks by Jim Lee, colors by Alex Sinclair

HOW TO COLOR COMICS

In the second part of DC Nation's "How to Color Comics" tutorial, DC editorial art director Mark Chiarello examines the principles of storytelling with color

"WHAT'S THE STORY?"

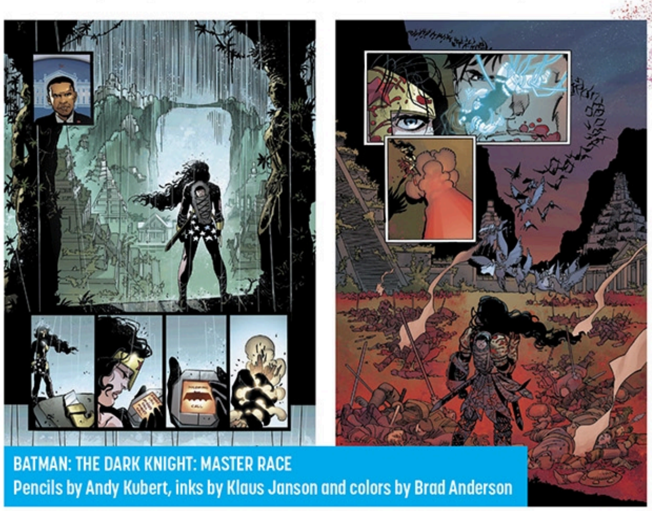
That's the fundamental question every comic book colorist needs to constantly ask themselves as they color a story. Every choice made is informed by the story being told.

To the layman, coloring comics may seem no more difficult than coloring in a coloring book, but there's far more to it than that. Before a colorist puts down a single color, he or she needs to come up with a game plan that will do everything possible to help tell a great, engaging story.

As a colorist, the very first thing you need to do is read the entire story. That will help form a road map in your mind of how your color schemes and lighting will change and flow from scene to scene. Only by reading the story will you know if the writer has described certain scenes or story points in specific terms such as "dark and spooky" or taking place on "the red surface of Mars." It's also important to make sure you have the up-to-date references for any characters that appear in the story.

Once you've read the story, you'll be able to plan how you'll color each scene. Remember, it's important not to color every background and every locale in the same way. If the first scene of the story takes place in the jungles of Africa, for example, you might want to use a lot of greens for the foliage and warm yellows for the sky. Then, when the lead character steps out of the sun and into a dark hut, your color scheme should shift to a completely different palette; maybe shades of blues to reflect the cool feel of the interior. By varying each scene, you subtly let the reader know that the story is taking place in different locations, at different times of the day. Below are a few panels that show how differently places and environments can be colored.

The colorist's main job is to create the appearance of three-dimensionality and focus by using several "tricks" or principles of color. Although comic books

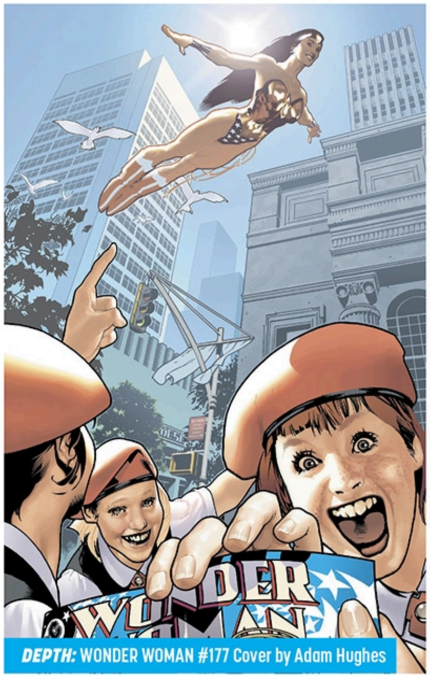


BATMAN: THE DARK KNIGHT: MASTER RACE
Pencils by Andy Kubert, inks by Klaus Janson and colors by Brad Anderson

Allyson Gronowitz contributed to this report.

are really just multicolored ink on flat paper, it's your job as the colorist to make it appear that the images drawn on the paper have depth. A term that many colorists and editors use is to make the characters "pop" off of the page. For example, if the Flash is depicted running down a city street, it should appear as though he's actually popping off the page, right at the reader. If done correctly, this will not only create exciting, dramatic images, but will also direct the reader's eye to look at exactly what you want them to look at. All good comic book writers, pencillers, inkers and colorists are masters at directing the reader's eye and controlling the flow of the story.

Keeping this in mind, here are a few principles that will facilitate the all-important creation of focus through color.



DEPTH: **WONDER WOMAN #177 Cover by Adam Hughes**

DEPTH

It's the colorist's responsibility to clearly establish the foreground, middle ground and background of a panel by using color to create the illusion of depth. One great tool to rely on for this is "value," which is the relative lightness or darkness of a color. The farther away an object is from your eye, the lighter it gets. If there's a mountain about a mile away from you, it'll appear clear and "normal," but if that same mountain is much farther away from where you're standing–let's say 20 miles away–it'll appear a bit lighter and hazier.

That's just a trick of the eye, but as a colorist, you can use that principle to your advantage. Let's say Superman is flying around Metropolis. If you color the buildings that are next to him in medium grays, and the ones that are farther away from him, in the distance, as lighter grays, that'll create the illusion that he's actually in a "real," three-dimensional city.

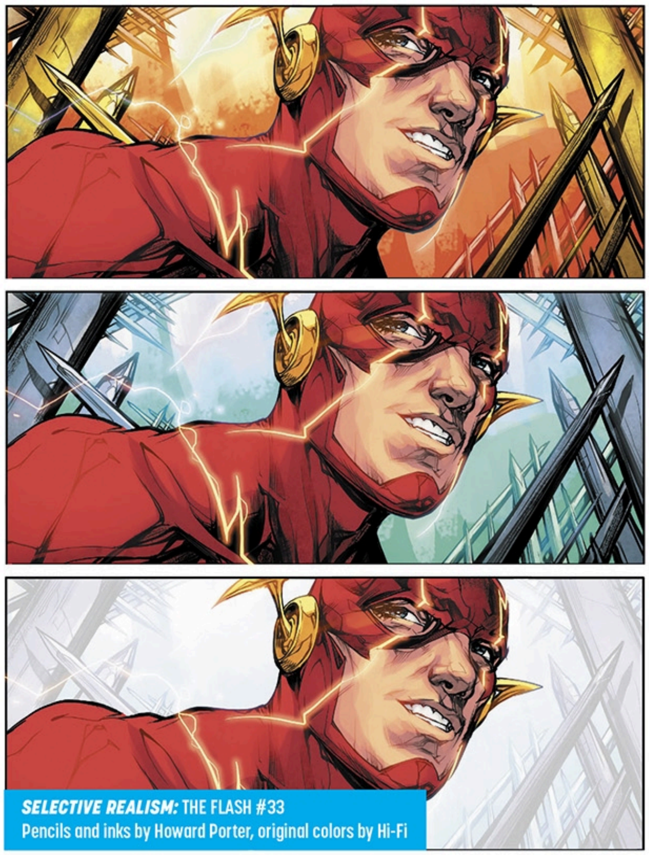
To add another layer to this trick of creating depth, not only do things get lighter in appearance as they recede into the distance, they also get bluer. Yup, that's right, those mountains in the far distance are not only lighter than the close-up ones, they also appear to be bluer in color. This theory is called "aerial perspective," and it happens because there're actually miniscule particles of moisture in the atmosphere, and each of them reflects a tiny bit of the blue sky. The more distance between you and the mountain, the more tiny water droplets obscure the clarity of your vision, which emphasizes the phenomenon of depth.

The reason I bring up this weird concept is that if you're coloring something that's a long distance away, color it a little bluer than the characters and objects in the foreground, and it'll look like those things in the distance are actually in the distance!

One last color suggestion regarding the challenge of creating depth: in the first part of this article, in issue #4 of DC NATION, I briefly mentioned the very important principle of COLOR TEMPERATURE. If you're looking to create the illusion of three-dimensionality (and you should be!), you should keep in mind that warm colors (reds, oranges, yellows) pop off of the page, whereas cool colors (blues, most greens and grays) tend to recede. Since many superhero costumes and most skin tones are warm colors, they naturally appear to come forward a bit. You can emphasize the illusion of depth by tinting the other objects in the panel, such as cars, buildings, rooms and skies, with cool colors. Remember, everything in art is relative, so a warm color placed next to a cool color is always going to "pop."

SELECTIVE REALISM

You can also apply the classical painting theory of "selective realism" to comic book art. Selective realism posits that our eyes gravitate toward the one or two most important elements of an image as

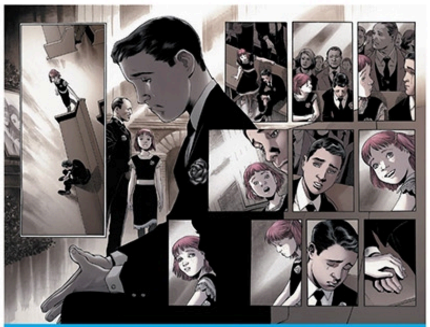


SELECTIVE REALISM: **THE FLASH #33**
Pencils and inks by Howard Porter, original colors by Hi-Fi

we mentally delete everything else. Usually, the most important points are the character's face, body or hands, and our eyes follow the protagonist or antagonist throughout the pages of the comic book.

Keeping this theory in mind, a colorist can use any or all of the color principles we discussed last month (temperature, value, intensity and complementary color) to ensure that the background of a panel doesn't overwhelm its intended main focus. It might be tempting to color the background of a scene in vibrant oranges or yellows, simply because they're awesome colors, but that's only going to detract from the usually brightly colored superheroes in the scene.

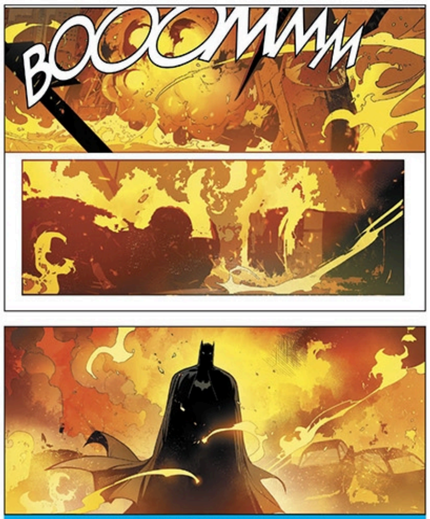
The series of illustrations on the left demonstrates the importance of this concept. In the first illustration, the vibrant colors in the background compete with the brightly colored foreground image of the Flash for the reader's attention, creating a visually confusing panel. The second panel utilizes a more restrained color palette in the background, channeling the reader's eye to the foreground image. The bottom image depicts how the reader sees panel two, mentally editing out the (much less important) background colors.



MONOCHROMATIC PALETTE: **DETECTIVE COMICS #939**
Pencils by Eddy Barrows, inks by Eber Ferreira
and colors by Adriano Lucas

MONOCHROMATIC PALETTE

When we visualize the past, we often mentally picture it in sepia or black-and-white. Because we've seen so many old photographs and black-and-white movies, our brains recognize these monochromatic images as being from the past. When coloring a flashback scene, you can capitalize on this thought by coloring those panels or pages in very limited colors. As an example, if Batman and Robin are sitting on a rooftop at night, discussing the latest bad guy to show up in Gotham, you'd color that scene in "normal" nighttime colors. But if Batman starts telling Robin about how that bad guy became a bad guy years ago, you might want to color that flashback scene in very limited colors. Maybe all browns or reds. By doing so, you cue the reader into the fact that we're not in the present time for the duration of the flashback. Once the flashback is over and we go back to showing our heroes on the rooftop in current time, the colors should return to normal.



VIBRANT COLORS: **DETECTIVE COMICS #988**
Pencils and inks by Stephen Segovia,
colors by Ivan Plascencia

WORKING WITH VERY VIBRANT COLORS

As a superhero colorist, your goal is to help create a story featuring spectacular characters and situations that are set in a real, believable world. If you use a million vibrant colors on a page just because they look cool, you're undermining your job as part of the storytelling team. As with all commercial art, there has to be a reason for every creative decision you make. If you want to be a gallery painter and slap colors on a canvas because it pleases you to capture your emotions, that's fine, but that's not the job of a comic book creator. As with everyone else working in the comic book business, you have to harness everything you know about your craft to tell a dramatic and engaging story. By using the theories and principles of color, you'll be able to make the most fantastical stories believable.

That having been said, when a story calls for you to depict the astounding and spectacular, that's the time to whip out the big guns. Remember, everything in art is relative. If you're telling a fairly realistic story in realistic colors and suddenly there's a nuclear explosion that you color in vibrant, explosive colors, THAT'S impressive. Bright oranges, reds, yellows, pure blues and even white can make a scene or special effect incredibly memorable when used in the right place and at the right time.

GO FORTH AND COLOR!

Over the past few decades, coloring has become extremely important to the creation of great comic books. When once it was a barely thought-about stage in the process, it's now become absolutely vital to the creative success of the modern comic book.

In this article, we've touched on only a few of the many principles and theories of color that will help you become a better colorist, but there are dozens more. Continue to study your favorite comics, read anything you can get on the subject, talk to professional colorists about their craft, but most importantly, practice, practice, practice.

And always remember, as you color, never go for gimmicky or special-effect choices; always go for coloring that emphasizes storytelling above all else. ■

How to color pt. 1 ran in DC NATION #4

SHAZAM!

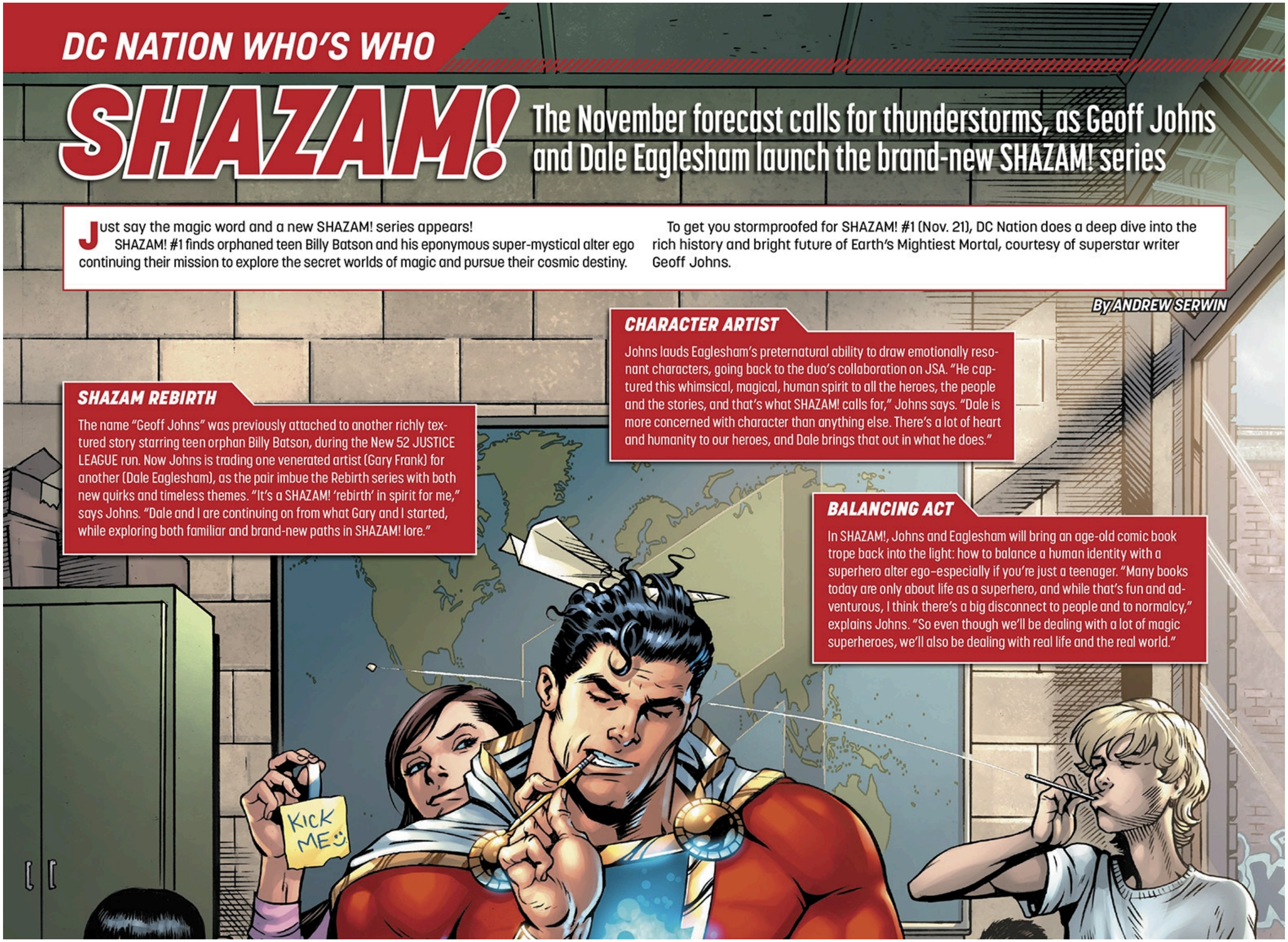
The November forecast calls for thunderstorms, as Geoff Johns and Dale Eaglesham launch the brand-new SHAZAM! series

Just say the magic word and a new SHAZAM! series appears!

SHAZAM! #1 finds orphaned teen Billy Batson and his eponymous super-mystical alter ego continuing their mission to explore the secret worlds of magic and pursue their cosmic destiny.

To get you stormproofed for SHAZAM! #1 (Nov. 21), DC Nation does a deep dive into the rich history and bright future of Earth's Mightiest Mortal, courtesy of superstar writer Geoff Johns.

By ANDREW SERWIN



SHAZAM REBIRTH

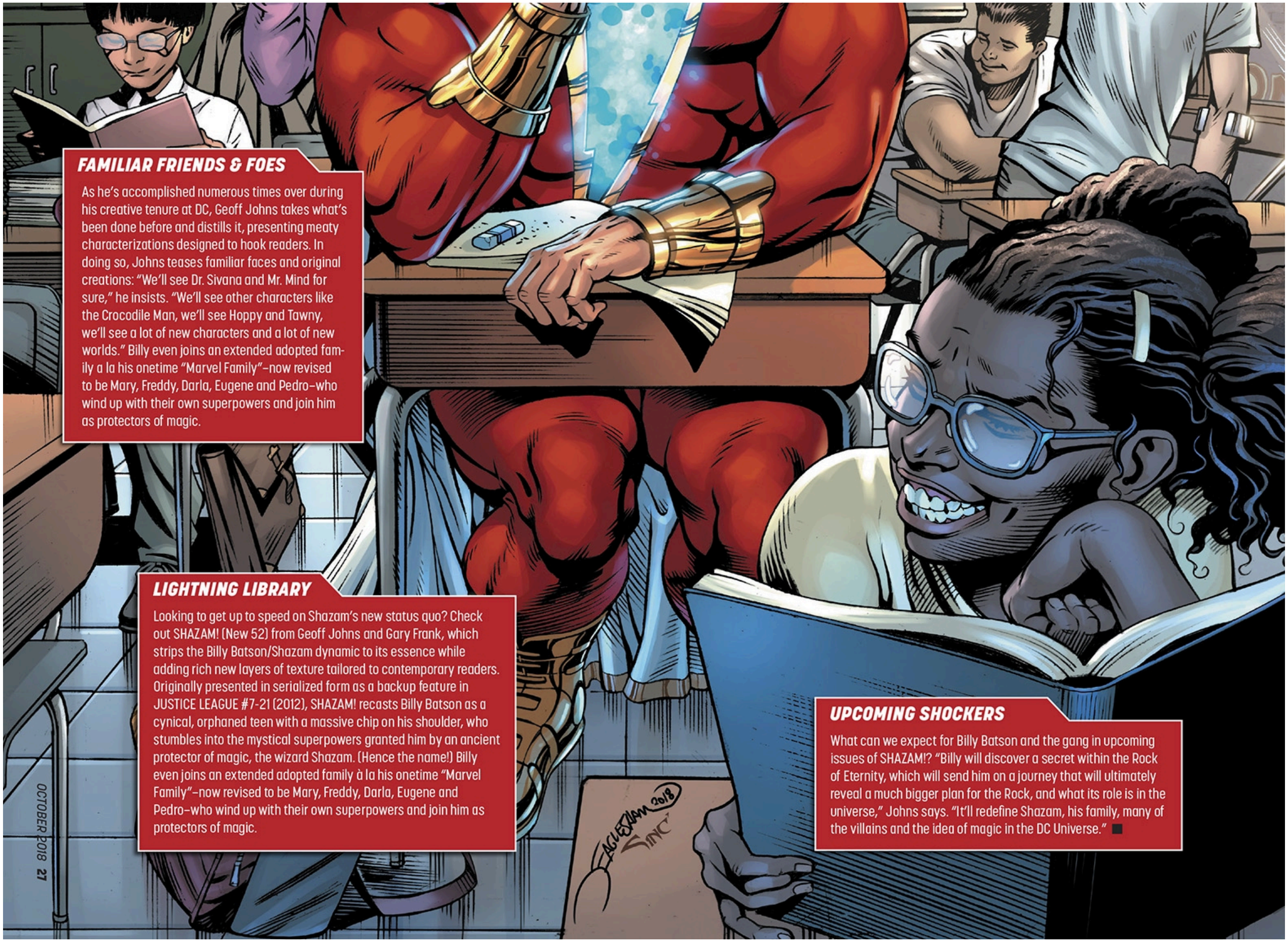
The name "Geoff Johns" was previously attached to another richly textured story starring teen orphan Billy Batson, during the New 52 JUSTICE LEAGUE run. Now Johns is trading one venerated artist (Gary Frank) for another (Dale Eaglesham), as the pair imbue the Rebirth series with both new quirks and timeless themes. "It's a SHAZAM! 'rebirth' in spirit for me," says Johns. "Dale and I are continuing on from what Gary and I started, while exploring both familiar and brand-new paths in SHAZAM! lore."

CHARACTER ARTIST

Johns lauds Eaglesham's preternatural ability to draw emotionally resonant characters, going back to the duo's collaboration on JSA. "He captured this whimsical, magical, human spirit to all the heroes, the people and the stories, and that's what SHAZAM! calls for," Johns says. "Dale is more concerned with character than anything else. There's a lot of heart and humanity to our heroes, and Dale brings that out in what he does."

BALANCING ACT

In SHAZAM!, Johns and Eaglesham will bring an age-old comic book trope back into the light: how to balance a human identity with a superhero alter ego–especially if you're just a teenager. "Many books today are only about life as a superhero, and while that's fun and adventurous, I think there's a big disconnect to people and to normalcy," explains Johns. "So even though we'll be dealing with a lot of magic superheroes, we'll also be dealing with real life and the real world."



FAMILIAR FRIENDS & FOES

As he's accomplished numerous times over during his creative tenure at DC, Geoff Johns takes what's been done before and distills it, presenting meaty characterizations designed to hook readers. In doing so, Johns teases familiar faces and original creations: "We'll see Dr. Sivana and Mr. Mind for sure," he insists. "We'll see other characters like the Crocodile Man, we'll see Hoppy and Tawny, we'll see a lot of new characters and a lot of new worlds." Billy even joins an extended adopted family a la his onetime "Marvel Family"–now revised to be Mary, Freddy, Darla, Eugene and Pedro–who wind up with their own superpowers and join him as protectors of magic.

LIGHTNING LIBRARY

Looking to get up to speed on Shazam's new status quo? Check out SHAZAM! (New 52) from Geoff Johns and Gary Frank, which strips the Billy Batson/Shazam dynamic to its essence while adding rich new layers of texture tailored to contemporary readers. Originally presented in serialized form as a backup feature in JUSTICE LEAGUE #7-21 (2012), SHAZAM! recasts Billy Batson as a cynical, orphaned teen with a massive chip on his shoulder, who stumbles into the mystical superpowers granted him by an ancient protector of magic, the wizard Shazam. (Hence the name!) Billy even joins an extended adopted family à la his onetime "Marvel Family"–now revised to be Mary, Freddy, Darla, Eugene and Pedro–who wind up with their own superpowers and join him as protectors of magic.

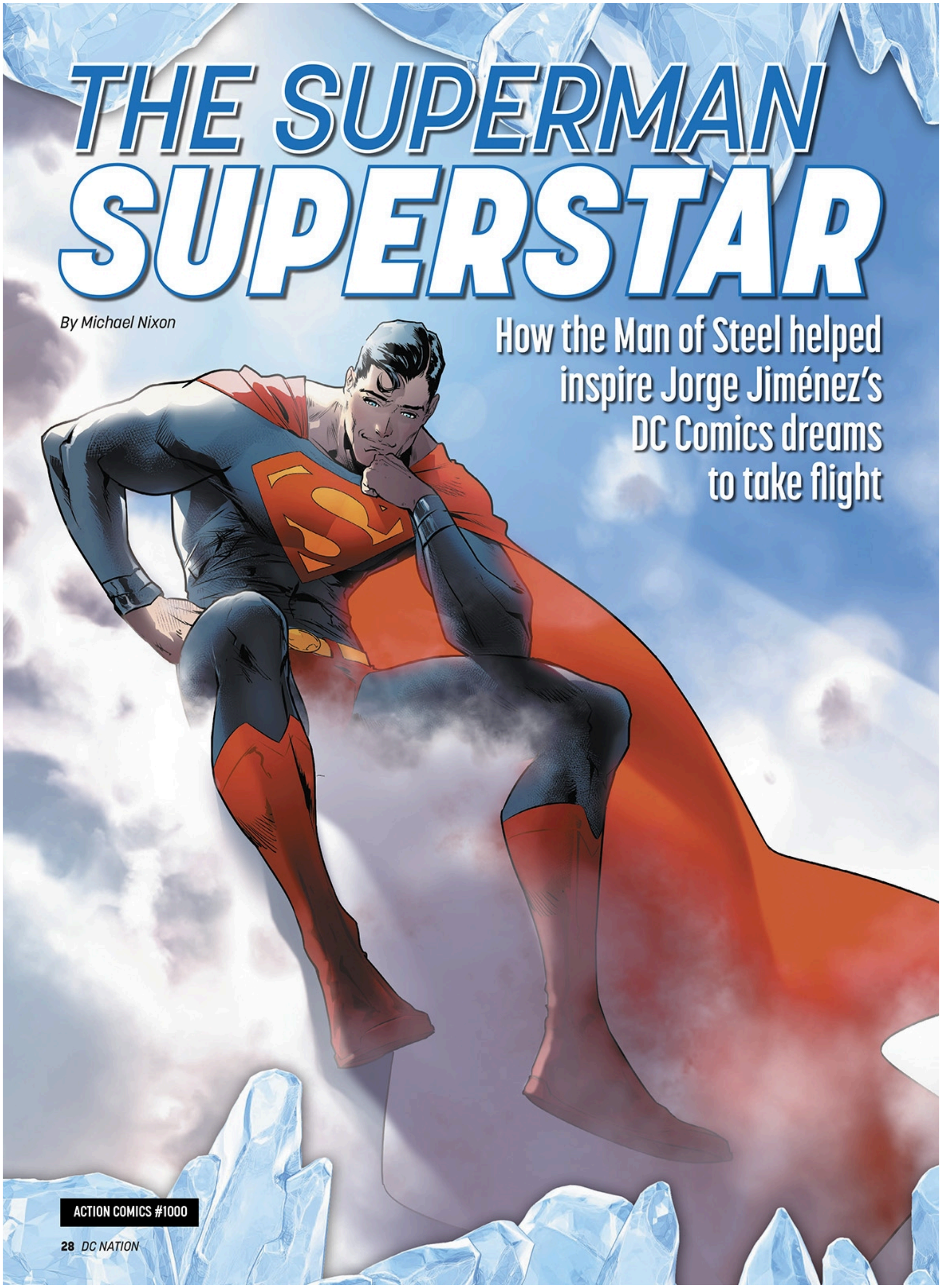
UPCOMING SHOCKERS

What can we expect for Billy Batson and the gang in upcoming issues of SHAZAM!? "Billy will discover a secret within the Rock of Eternity, which will send him on a journey that will ultimately reveal a much bigger plan for the Rock, and what its role is in the universe," Johns says. "It'll redefine Shazam, his family, many of the villains and the idea of magic in the DC Universe." ■

THE SUPERMAN SUPERSTAR

By Michael Nixon

How the Man of Steel helped inspire Jorge Jiménez's DC Comics dreams to take flight



ACTION COMICS #1000

Jorge Jiménez really did believe a man could fly.

The 32-year-old artist's earliest memories trace back to sitting transfixed by the Richard Donner-directed classic *Superman: The Movie* for the first time, when he was four years old.

As the youngster watched Lois Lane dangle from a helicopter and Clark Kent tear open his shirt to reveal his costume underneath and spring into action, the musical notes of John Williams' score burned into Jiménez's brain and ignited an imaginative fire that he'd never quench.

That childhood flash of the impossible lit a desire the artist stoked for years, all with the goal of keeping that joy burning bright for other kids. "This happened to hundreds...thousands, of children in the world," remembers the Spain-based Jiménez. "I'm just one more."

His love of Superman found the perfect outlet in another childhood passion. "My mother says that when I was little, before I could talk, I drew lines with intention," says Jiménez with skepticism. But even he remembers, "If I go back to my first memories, I always have a pen or a pencil in hand. I drew a lot during my childhood. It was my toy–what kept me entertained. But I did not draw landscapes or cars or houses, I always drew the characters of cartoons and comics."

ON THE FRINGE

It was his honed ability at drawing likenesses that caught the notice of DC Comics editor Jim Chadwick. As an editor of DC's licensed properties and characters, Chadwick always keeps a lookout for artists with the precision to render the faces of real actors into the medium of comics.

"We always have to submit whatever talent we're going to use to the people who own the property, just to make sure that they're okay with who that person is. There's also a test of likenesses to see if they can actually draw the faces of the characters," recalls Chadwick. But the editor believed that Jiménez had what it took for his first test–and first credited work at DC–a miniseries filling in the between-seasons storylines of dimension-swapping, timeline-shifting TV series *Fringe*.

"The main challenge with FRINGE was to make hyperrealistic drawings," relates Jiménez. "The readers want to see their actors in each panel. I worked very hard studying the behavior of shadows on real faces. I looked at hundreds of photos and worked with them." But the demands of the task further honed his skills as an artist: "At the end of this comic, I felt like the Karate Kid. I knew things that I would never have learned working on a normal comic."

The distinct format of the comic also presented other unique design challenges. "It was one of the first original digital series we did," notes Chadwick. "It was mostly done in half-page layouts, and then we would combine them. Each 'page' would be about the equivalent of half a comic book page. And when you go to print, you double those up so that they'd make a full page of a comic book." But even with half the usual space to work with, Jiménez showed exceptional talent.

"It was very restricting, but you still get these grace notes in his art. And of course, this also tests somebody as a storyteller, too. You've got to cram all this visual information into this very small space," says Chadwick. "But just the quality of his drawing, I thought there just seemed to be a lot of potential in it. I liked the energy of what he brought to it."

Chadwick's only lament about working with Jiménez? Losing him to other DC projects. "Once Jorge got snatched up by the [core] DC Universe [editors], that was the end of it," mourns the editor. "I was never going to see him again! And now he's doing JUSTICE LEAGUE–it doesn't get much bigger than that!"

SUPER-THINGS TO COME

Well before he took on JUSTICE LEAGUE, Jiménez's work on FRINGE earned the artist

WHO IS JORGE JIMÉNEZ?

JORGE JIMÉNEZ

AGE: 32

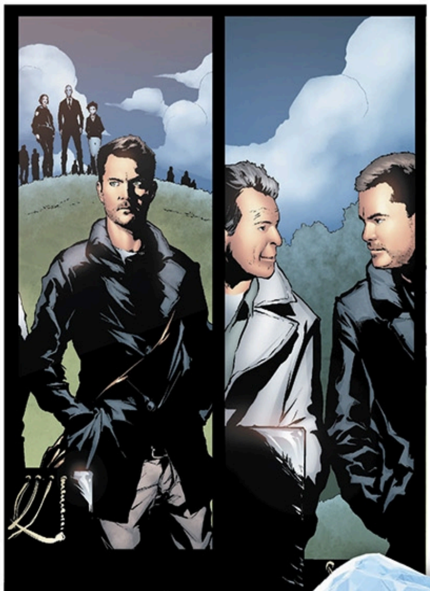
PLACE OF ORIGIN: Cádiar, Spain

BASE OF OPERATIONS: Granada, Spain

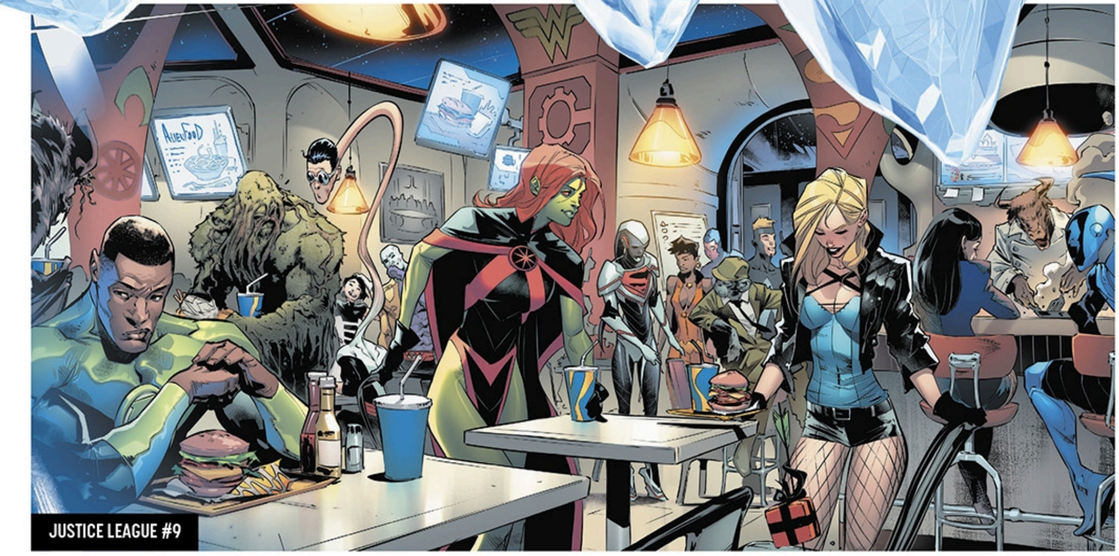
BEST KNOWN FOR: A high-flying career taking on icons such as the JUSTICE LEAGUE, SUPER SONS, and EARTH 2, as well as earlier work on licensed properties including SMALLVILLE and FRINGE.

THE DOWNFALL OF DRAWING DIGITALLY: "Many people think that it is as simple as 'digital being faster,'" says Jiménez. "But in my particular case, the reason is even simpler. I started to draw comics digitally from the beginning." Jiménez's only drawback about drawing digitally? "When people ask about the price of the originals," he jokes.

WHAT HIS SUPER-PARENTS TAUGHT HIM: "They always insisted on the importance of doing what's right–even if there is no reward, even if nobody thanks you, even if others arrive earlier. And I think that's the fundamental principle of Superman: it's not flying, nor hitting hard, it's about doing what's right."



BEYOND THE FRINGE #1



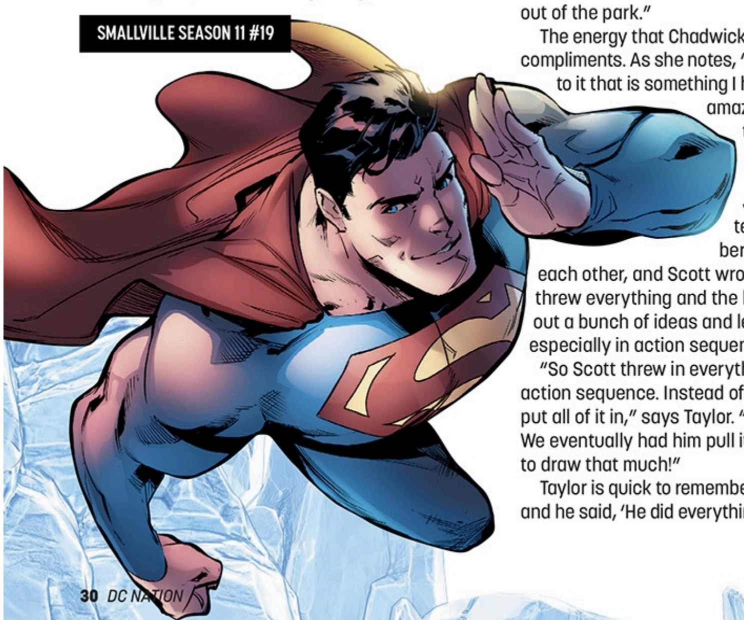
JUSTICE LEAGUE #9

his first work with the Man of Steel via SMALLVILLE: SEASON 11, another licensed series that continued the adventures of the long-running WB series. That comics credit piqued the interest of Jorge's art agent, Pepe Caldelas, who met with the budding talent on the convention circuit. "He was doing SMALLVILLE, and he looked like a talent who was about to explode," recalls Caldelas.

But it was more than Jiménez's art that enticed the agent. "He cares a lot about the fans," says Caldelas of their convention days together. "When he sits in a signature session, he does not get up until everyone has his signature. He is shier than he seems. I guess what is most surprising is his humility."

And the humble Jiménez was about to take Superman-sized steps into a larger universe. As Caldelas put it, "From the beginning, we talked about how the best way to get up is step by step. And that's been the last few years. SMALLVILLE, SUPERBOY, EARTH 2, SUPER SONS, SUPERMAN and finally… JUSTICE LEAGUE."

The artist himself remembers the journey to his Justice League assignment as a series of solemn vows. "When they gave me FRINGE, I clenched my fist and shouted, 'I'm at DC, now I have to show you what I am capable of!' When they gave me SUPER SONS, I clenched my fist and shouted, 'I will show you that you did well to entrust me with the task of designing Superman's son!' And when Scott Snyder told me that we would do JUSTICE LEAGUE together? I clenched my fist and shouted, 'I'm going to do the best job I've done in my life!'"



SMALLVILLE SEASON 11 #19

BIG-LEAGUE MATERIAL

Jiménez earned his way onto JUSTICE LEAGUE the same way he had with his first DC assignment: skill.

JUSTICE LEAGUE lead editor Rebecca Taylor recalls, "Jorge came in and did some work on two of the tie-in issues for the METAL event, the two big ones: BATMAN: LOST and DARK KNIGHTS RISING: THE WILD HUNT. He just knocked it out of the park."

The energy that Chadwick loved in Jiménez's work also surfaces in Taylor's compliments. As she notes, "His work is just incredibly dynamic. It has an energy to it that is something I haven't seen in a long time. His character acting is amazing. His action is fantastic." Taylor relates, "I was thrilled to have him wind up on JUSTICE LEAGUE. He's amazing."

A prime example of Jiménez's perseverance on JUSTICE LEAGUE was the result of an accidental test by series writer Scott Snyder. As Taylor remembers, "They were still getting used to working with each other, and Scott wrote the opening action sequence, and he kind of threw everything and the kitchen sink at the wall. Scott really likes to throw out a bunch of ideas and let the artist choose what inspires them the most, especially in action sequences.

"So Scott threw in everything that he could possibly put into a three-page action sequence. Instead of Jorge picking what things he wanted to do, he just put all of it in," says Taylor. "The amount of action that he fit in was just absurd. We eventually had him pull it back a little bit, because no one should ever have to draw that much!"

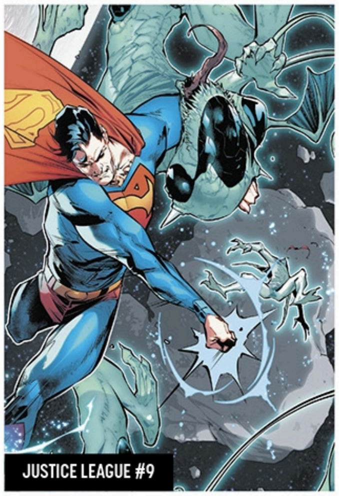
Taylor is quick to remember the stunned reaction of Snyder. "Scott called me, and he said, 'He did everything. I didn't think he was going to do everything.'" As the editor advised, "'I think we need to not give him as much. He'll just do it all.'"

Even with Jiménez's mad energy, the biweekly schedule of JUSTICE LEAGUE led to the assembly of a roster of top talent, including Jiménez, Jim Cheung and NO JUSTICE artist Francis Manapul. As fellow LEAGUE artist Cheung recalls, "Scott Snyder first approached me with the idea of relaunching JUSTICE LEAGUE. I was thrilled at the idea of tackling the DC flagship team book, but upon learning of the biweekly schedule, I knew that it would be an issue."

But the artist's fears vanished at the mention of his future co-creator: "When Jorge's name was mentioned as being the co-artist to help balance out the schedule, I was very excited. Everything I'd seen from him was incredible."

Cheung had a history of high regard for Jiménez, remembering, "When I first became aware of Jorge's work, I could tell he was a gifted artist. There was such life in his characters that they just bounced right off the page." Plus, Jiménez's digital workflow allowed for a speed that Cheung's traditional methods lacked. "Since he's a digital artist, he is able to produce at an extraordinary pace, so he's the perfect partner for maintaining our tight schedule.

"But it's not just speed that he has," says Cheung, "With his use of gray-tone digital effects, he's creating amazing levels of depth in his art, which make the book feel even more like a Hollywood blockbuster!"



JUSTICE LEAGUE #9

MAN OF TOMORROW

In terms of what's next for JUSTICE LEAGUE, Cheung remains hush-hush, offering only this teaser: "I can only say that the best is yet to come. The pages Jorge and I are doing are among the best of our careers. I know I'm taking everything I've learned over the years and just pushing my limits."

Taylor offers a preview of things to come with Jiménez's visuals: "Jorge's coming back for a one-of-a-kind special in issue #9, which might be one of my favorites of the series so far. You get to really explore the Hall of Justice. The League is rebuilding the world again. More specifically, rebuilding the moon that they blew up in issue #1."

Beyond the exploration of the Hall, "You also get to see the characters really interacting with one another. You get to see those friendships. [Jorge] brings so much heart to it," says Taylor. "And Superman punches space dragons! Nobody draws that like Jorge."

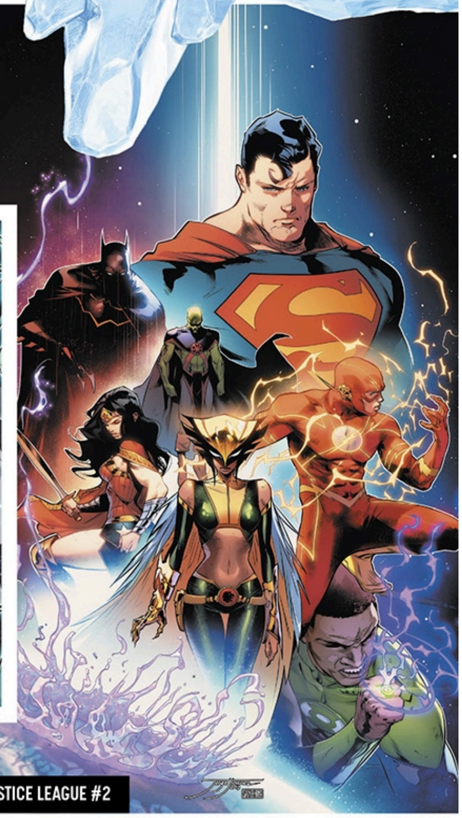
Jiménez is promised to return to JUSTICE LEAGUE after the "Drowned Earth" saga concludes, with Taylor stating that after October 3's issue #9, "We're going to jump him forward so that he can have another big, long arc. It's gonna be huge and really fun."

Cheung shares high hopes, too, cheering, "I'm excited to see where he takes his art. He's barely scratched the surface of his potential. He's destined to be a powerhouse in comics–if he isn't already!"

What of the young artist's work after JUSTICE LEAGUE? Caldelas hopes that the Man of Steel remains in Jiménez's future, stating, "Jorge's dream is to be the regular artist of SUPERMAN, so I hope that one day he can get it–because he deserves it."

But Jiménez knows that those sorts of dreams take time and hard work, lessons he learned from his icon with the S-shield.

"At 32 years old, when I have important decisions to make, the first question I ask myself is still, 'What would Superman do here?' And most of the time the answer is: keep going, work hard and have hope! And I always have faith that everything will be fine–like Superman!" ■



JUSTICE LEAGUE #2

"LEAGUE" HAPPENINGS

A biweekly blow-by-blow of JUSTICE LEAGUE in October

In JUSTICE LEAGUE #9 (Oct. 3), Superman and Batman tackle a moon-sized mystery while Wonder Woman and Aquaman set sail for the road to "Drowned Earth"! As the prelude to the crossover with AQUAMAN continues in issue #10 (Oct. 17), Wonder Woman learns that Cheetah has used her new powers to kill Poseidon, while the King of the Sea takes on a titanic old foe of his own: the Flood. ■

BETWEEN THE PANELS: PETER J. TOMASI

By Ben Morse

Art by Doug Mahnke

The DETECTIVE COMICS writer details his plans for the Dark Knight as he reunites with artist Doug Mahnke and builds toward the landmark issue #1000

DC NATION: You've been involved with Batman on some level as an editor and writer for almost two decades–what is it about this character and his world that keeps you coming back with more to say each time?

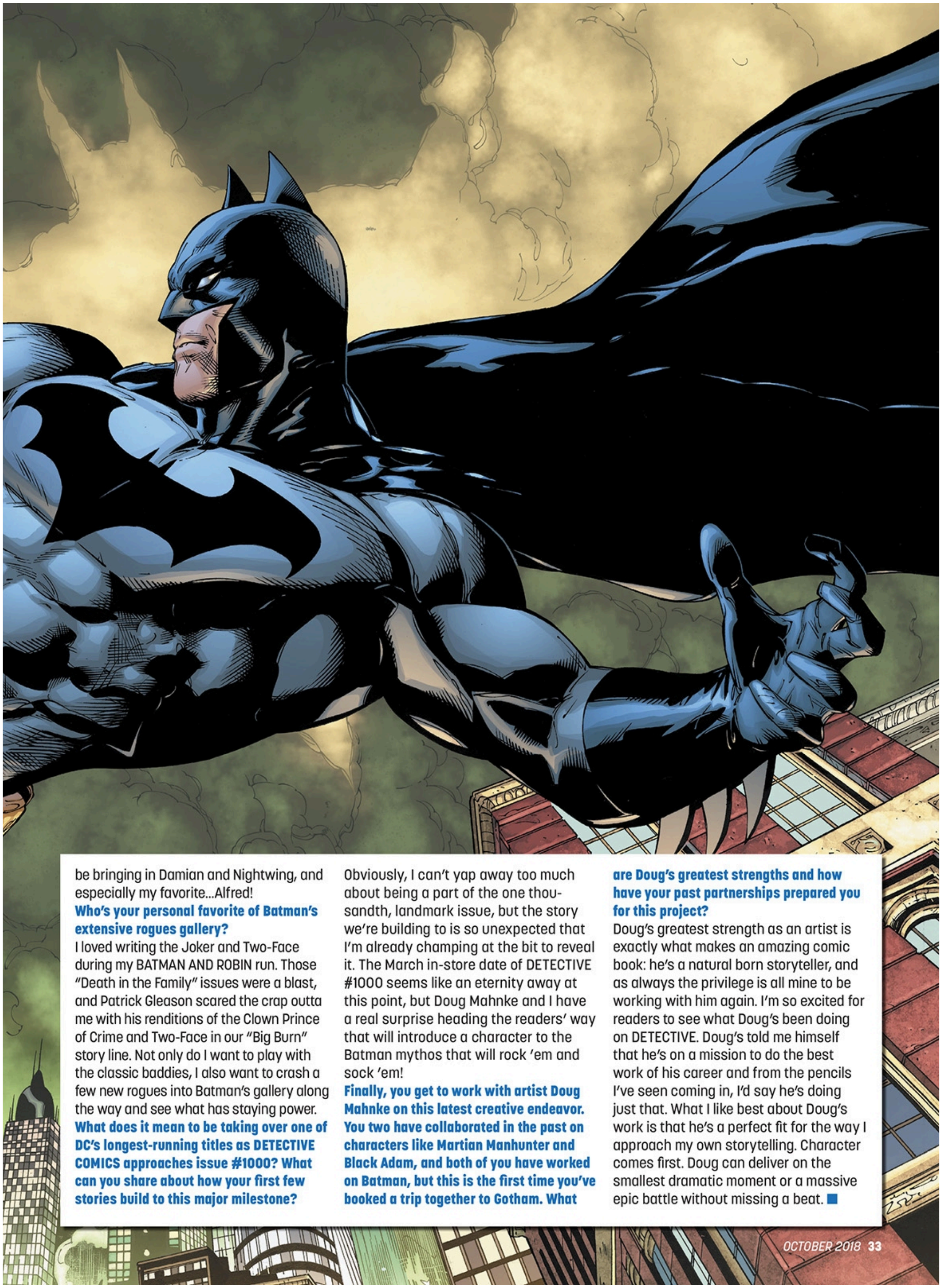
PETER J. TOMASI: First, hands down, Batman's my favorite character. He was the first to be burned into my comics-reading DNA during my all-important formative years by writers like Bill Finger, Gardner Fox, Denny O' Neil, Steve Englehart, Len Wein, Gerry Conway, Doug Moench, Mike W. Barr and the great Frank Miller, whose "Batman: Year One" is still a story I read once a year to remind me how to tell a lean and mean Batman tale. What I love about being involved with Batman, be it when I was an editor or now as a writer, is that he transcends all genres. You can put Batman anywhere and he works.

The first scene in your initial arc of DETECTIVE COMICS is quite impactful, as it involves the bodies of Bruce Wayne's parents reappearing in an unexpected way. What can you tell us about this shocker and how it affects Batman?

Well, that opening scene lights the fuse of a big mystery as I embrace writing a book called DETECTIVE COMICS in a big way. Can't say any more, otherwise the trapdoor under my feet springs open and down I drop for blabbing too much. But what I can mention is that I love to pull the layers back on Batman as to what makes him tick. The yellow sticky note on my computer this time around says: to wear the cape and cowl, sometimes you have to wage war on yourself. I always like to keep the main idea in front of my eyes when writing; it keeps me focused and always steers me back toward the central idea if I find myself getting off track.

You've written some classic stories involving different members of Batman's extended family, from Nightwing to Damian. Can we expect some of these characters to be involved in your DETECTIVE run?

Absolutely. I always look at Batman as a character who has an extended family, but I also want to put the spotlight on Batman and focus in on him for while. [Previous DETECTIVE COMICS writer] James Tynion IV worked up some great stuff with the Bat-Family in his recent run, so I'm taking a different path with my upcoming stories, but don't ever for a second think I won't



be bringing in Damian and Nightwing, and especially my favorite...Alfred!

Who's your personal favorite of Batman's extensive rogues gallery?

I loved writing the Joker and Two-Face during my BATMAN AND ROBIN run. Those "Death in the Family" issues were a blast, and Patrick Gleason scared the crap outta me with his renditions of the Clown Prince of Crime and Two-Face in our "Big Burn" story line. Not only do I want to play with the classic baddies, I also want to crash a few new rogues into Batman's gallery along the way and see what has staying power.

What does it mean to be taking over one of DC's longest-running titles as DETECTIVE COMICS approaches issue #1000? What can you share about how your first few stories build to this major milestone?

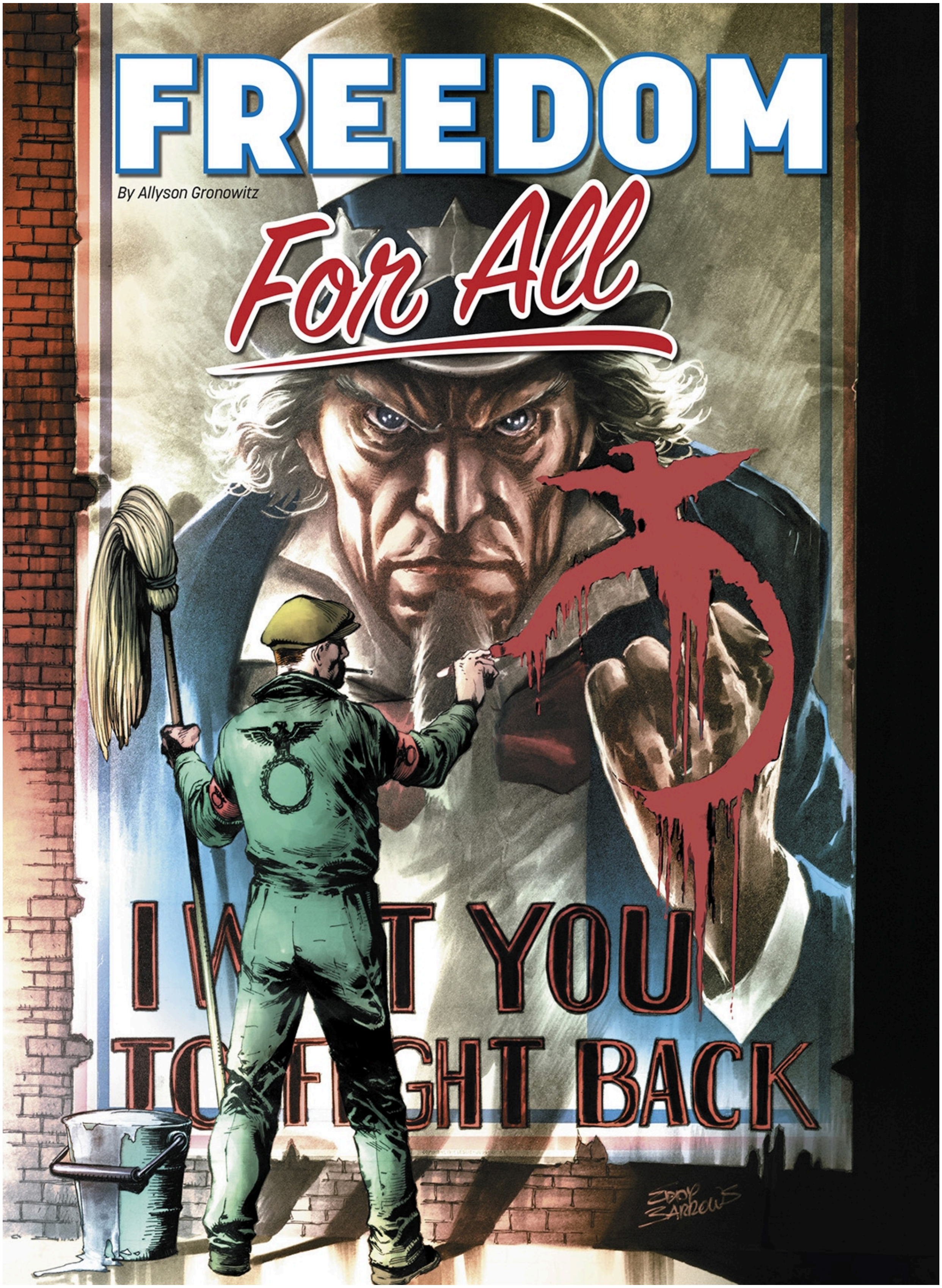
Obviously, I can't yap away too much about being a part of the one thousandth, landmark issue, but the story we're building to is so unexpected that I'm already champing at the bit to reveal it. The March in-store date of DETECTIVE #1000 seems like an eternity away at this point, but Doug Mahnke and I have a real surprise heading the readers' way that will introduce a character to the Batman mythos that will rock 'em and sock 'em!

Finally, you get to work with artist Doug Mahnke on this latest creative endeavor. You two have collaborated in the past on characters like Martian Manhunter and Black Adam, and both of you have worked on Batman, but this is the first time you've booked a trip together to Gotham. What are Doug's greatest strengths and how have your past partnerships prepared you for this project?

Doug's greatest strength as an artist is exactly what makes an amazing comic book: he's a natural born storyteller, and as always the privilege is all mine to be working with him again. I'm so excited for readers to see what Doug's been doing on DETECTIVE. Doug's told me himself that he's on a mission to do the best work of his career and from the pencils I've seen coming in, I'd say he's doing just that. What I like best about Doug's work is that he's a perfect fit for the way I approach my own storytelling. Character comes first. Doug can deliver on the smallest dramatic moment or a massive epic battle without missing a beat. ■

FREEDOM For All

By Allyson Gronowitz


I W T YOU
TO FIGHT BACK
EDDY BARROWS

The Freedom Fighters return with a vengeance in a new monthly maxi-series

What if the Nazis had won World War II?

It's a counterfactual question that's nearly as old as the second World War itself. It's also the concept being explored in the new FREEDOM FIGHTERS series coming from writer Robert Venditti and artist Eddy Barrows, which spins out of THE MULTIVERSITY: MASTERMEN, the 2015 project from DC icons Grant Morrison and Jim Lee.

And though that infamous what-if question may be a well-recognized literary concept at this point, FREEDOM FIGHTERS has something that other World War II alternative history stories lack: superheroes.

"In FREEDOM FIGHTERS, we're taking all of those things that superhero comic books do so well and bringing [them] into an alternate history story line," says Venditti. "That's what really sets it apart."

There's an additional "what if" built into the DNA of the story as well: What if baby Kal-El had landed in Nazi-occupied Czechoslovakia instead of Kansas, USA? On the parallel world of Earth X where FREEDOM FIGHTERS is set, the Man of Steel is raised by Adolf Hitler and groomed to be a tyrannical "Overman" for the Hitler regime. After that, it's only a matter of time before the Allied forces crumble under the Axis powers. Heroes such as the vaunted Freedom Fighters are systematically eliminated, along with all hope for an America free of Nazi influence.

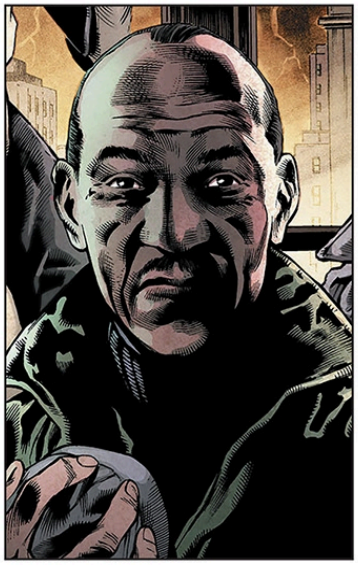
But in FREEDOM FIGHTERS #1, a new band of resistance emerges under present-day Nazi occupation to once again take up the cause of freedom, justice and the American way. And on our Earth, the subject couldn't be more timely, as the 75th anniversary of D-Day approaches in 2019.

Venditti is doing double duty on the subject matter, also telling the true story of his uncle, a World War II soldier, in the Vertigo graphic novel SIX DAYS.

"What would America be like if people like my uncle hadn't gone overseas to fight?" wonders Venditti.

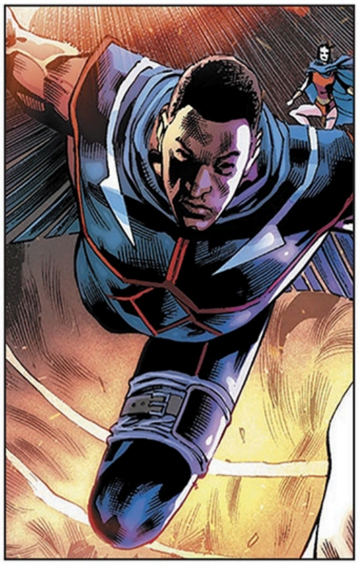
Venditti and Barrows flesh out an answer to that question in the upcoming FREEDOM FIGHTERS, as a new band of brothers and sisters—as well as new, terrifying villains—steps into the fray.

THE GOOD GUYS



JESSE OWENS

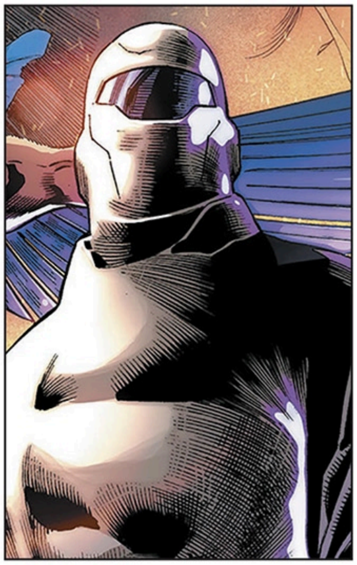
"Jesse Owens is the primary historical figure that we deal with," says Venditti. "As much as he was a hero to the United States of America—for many things, but mostly for winning four gold medals at the 1936 Olympics in Berlin—he would have been Public Enemy Number One to the Hitler regime. If Hitler were to really conquer America, at the very top of his to-do list would have been to go find Jesse Owens and punish him for how Owens embarrassed him on the world stage."



BLACK CONDOR

Richard Grey gained the gifts of flight and telepathy after coming into contact with a powerful totem that represents the spirit of America's indigenous peoples.

For the updated design, series artist Eddy Barrows used Jim Lee's original MULTIVERSITY look for the '60s era Black Condor as a jumping-off point, and then made the look his own. "From there, I developed the concept for the [modern-age] costume," Barrows says. "The 'Current Era' version of Black Condor's costume, has just a few retouches by me."

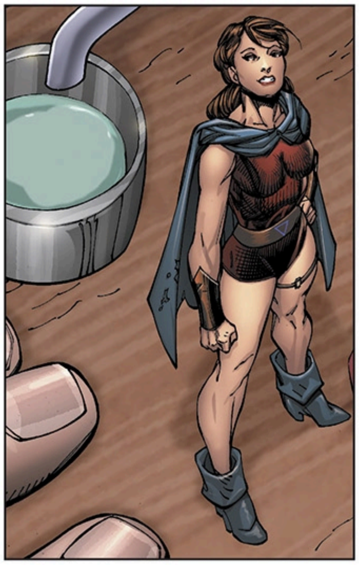


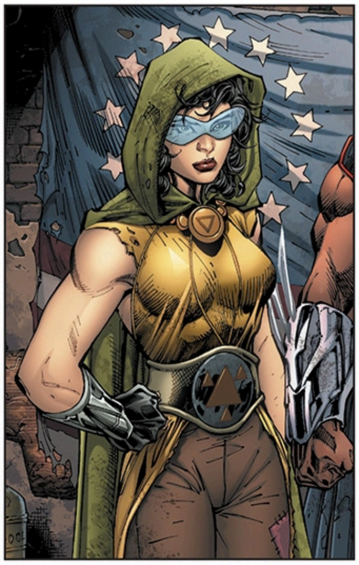
HUMAN BOMB

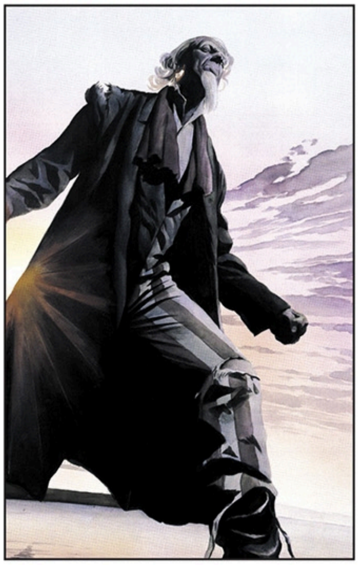
"We also have two versions of this character: classic '60s and current era," Barrows says of physicist Roy Lincoln, a.k.a. the Human Bomb. "For both of them, I based the new look on the character's original costume, but added contemporary touches to his current version—I added a belt and modified his helmet."

"Human Bomb is a very fun character to write from a power-set standpoint," Venditti adds. "Everything that touches his skin explodes, so that's obviously a very alienating superpower to have—but it also makes him immensely powerful."

★★★★★★★★★★★★★★ THE GOOD GUYS ★★★★★★★★★★★★★★







DOLL WOMAN
When Doll Man is killed on a mission with the original Freedom Fighters, Martha Roberts ingests the shrinking formula her father developed and takes up the miniature mantle herself.

"Doll Woman is the smallest member of the team," Venditti explains. "Her power set allows her to shrink down to roughly six inches in height, but retain the strength and force that she would have at full size. Although she's the most diminutive, she's also the angriest—and that's because the personal loss that she suffered at the hands of the Hitler regime really drives her. This is about vengeance for her, and that can take her to some pretty dark places."

PHANTOM LADY
The daughter of a reform activist, Sandy Knight arms herself with phasing technology in an effort to make a difference in the war against the Hitler regime.

"What's driving her is a desire to make good," notes Venditti. "She comes from a family that was a part of the high society in Hitler's America, and she had all the benefits of what her position was. But as she grew older, she realized that the cost of what she had was at the expense of so many others. That became a taint on her that she's trying to wash off."

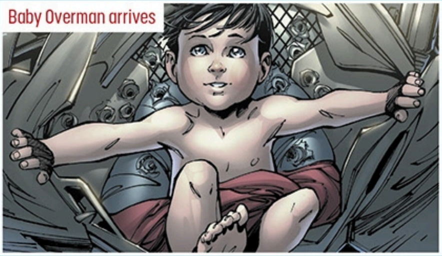
UNCLE SAM
According to Venditti, "Uncle Sam is the beating heart of America. He is as powerful and as mighty as the belief in the spirit of the American nation." But when the original Freedom Fighters were defeated in 1963, Uncle Sam disappeared—along with all hope of an American resistance.

"Now, the Freedom Fighters want to show the American population that America does have heroes," Venditti says. "They want to find Uncle Sam and bring him back, because he will make the team so much stronger."

KNOW YOUR HISTORY

The events of World War II played out quite differently on Earth X. Below, we revisit the timeline of Earth X to determine when it all went wrong...

1938

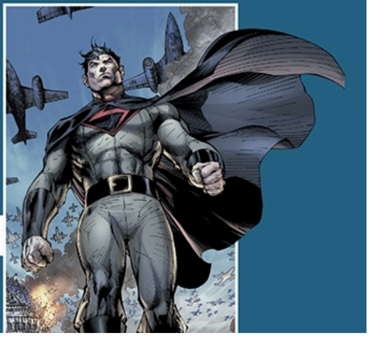


Baby Overman arrives

1956

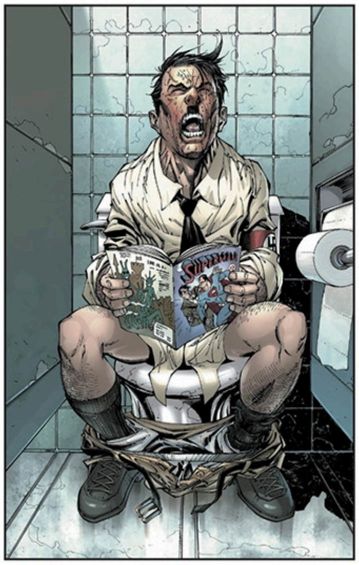
America falls to the Third Reich

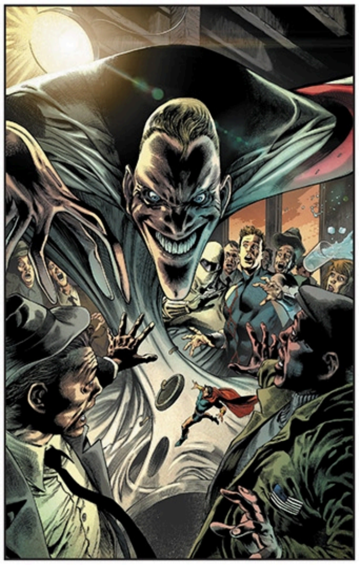
1960-1970

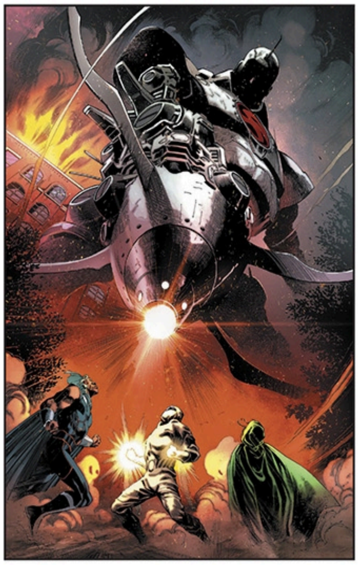


The rise of Overman

THE BAD GUYS







THE HITLER DYNASTY

Although Hitler died in a bunker in 1945, the Earth X version of history features Adolf Hitler's son and grandson in important—and brutal—roles.

"Hitler's son rules with an iron fist, but he's pragmatic," explains Venditti. "By contrast, his son is all about cruelty and malice, driven by this warped view of the American population as his playthings. There's a struggle between the two of them about how best to deal with the Freedom Fighters; Hitler's son approaching it from a politician's point of view, and Hitler's grandson wanting to approach it from a place of limitless cruelty and brutality."

PLASSTICMEN

Both Venditti and Barrows shudder at the idea of the spine-chilling PlaSSticmen, the shape-shifting, futuristic versions of the Nazi SS, now imbued with the powers of DC's stretchable sleuth, Plastic Man.

"The PlaSSticmen are nightmares in human form!" Barrows says.

In the 1950s, the Nazis weaponized the Plastic Man formula to create this insidious task force of secret agents.

"They all look exactly the same: the blond-haired, blue-eyed ideal," notes Venditti. "They've infiltrated society—they're everywhere, they are everybody, and they're always watching to see if somebody is going to step out of line."

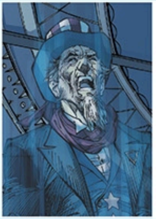
BOZOS

If the PlaSSitcmen sow fear in the shadows, the Iron Police, a.k.a. Bozos, spread fear through heavily armed, indestructible physicality.

"This one was a tough nut to crack," says Barrows of redesigning the Bozos. "I had [it] in mind to make a sluggish-looking, colossal, deadly thing!" ■

JOIN THE RESISTANCE!
FREEDOM FIGHTERS #1
DECEMBER 26!

NOVEMBER 22, 1963

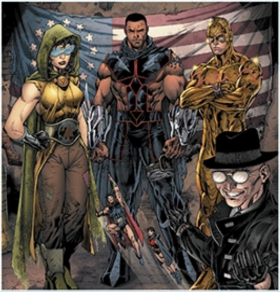


Uncle Sam disappears after an assassination of a key member of the Freedom Fighters shatters the American spirit

1963-2016

The rise of the Mastermen

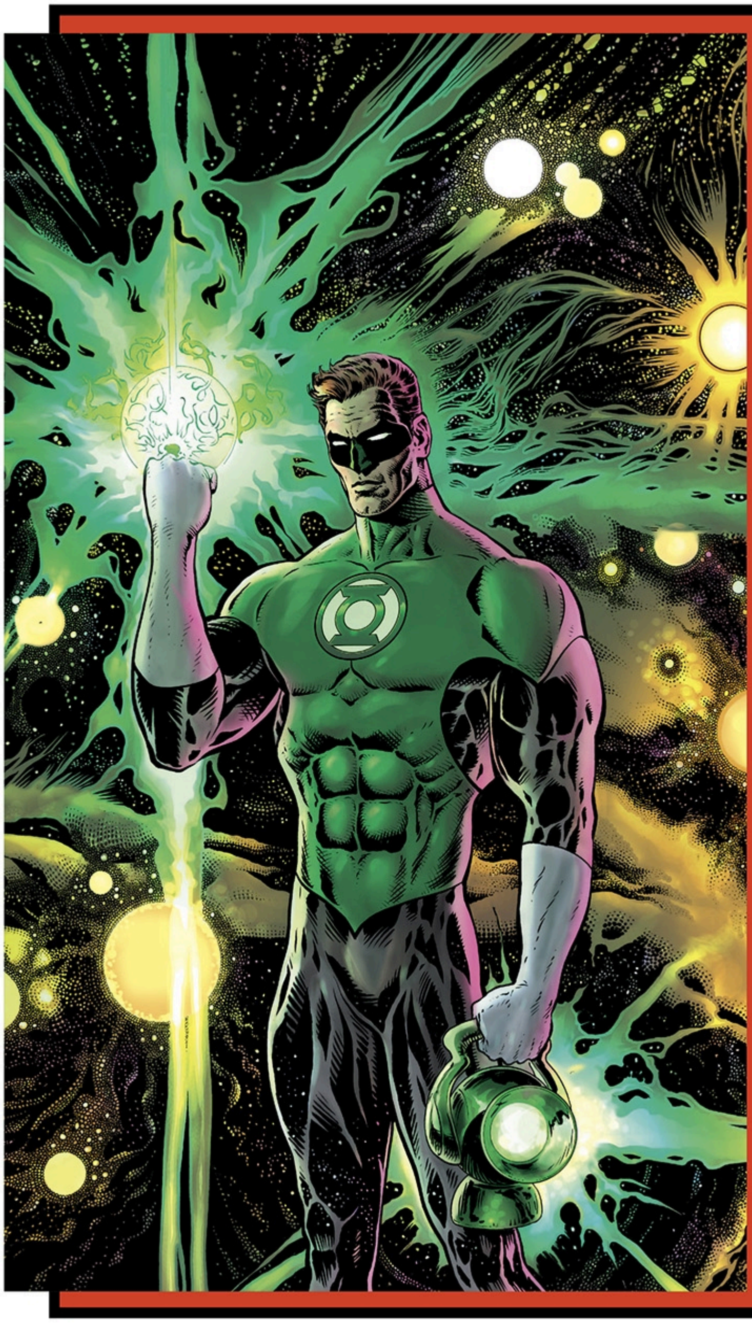
2018



Re-emergence of the Freedom Fighters

DIRECT CURRENTS

Your all-encompassing look at the DC Universe for November 2018



BOOK TO WATCH

THE GREEN LANTERN #1 (Nov. 7)

Intergalactic conspiracies abound in the debut issue of THE GREEN LANTERN, helmed by the dazzling creative team of writer Grant Morrison (ALL-STAR SUPERMAN) and artist Liam Sharp (WONDER WOMAN).

Courageous space cop Hal Jordan gets right back in the Green Lantern saddle when a disguised alien picks a fight on Earth, setting off a chain of events that threatens to shatter the very foundation of the Green Lantern Corps. Along the way, Hal encounters a menagerie of cosmic characters from the far reaches of DC Comics lore, as Morrison and Sharp weave a celestial saga that propels the Green Lantern universe in a new direction while also paying homage to the old-school classics that influenced their take on DC's space-hopping lawman.

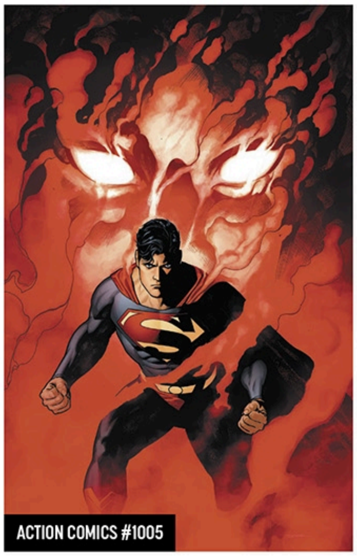
"I've always had a soft spot for the pulps," says Sharp. "My style is definitely inspired by old-school creators from as far back as Virgil Finlay. Grant and I loved that idea of giving it a classic, early-sci-fi feel. But I wanted to make sure that we had some of that drifter Americana sense to it as well."

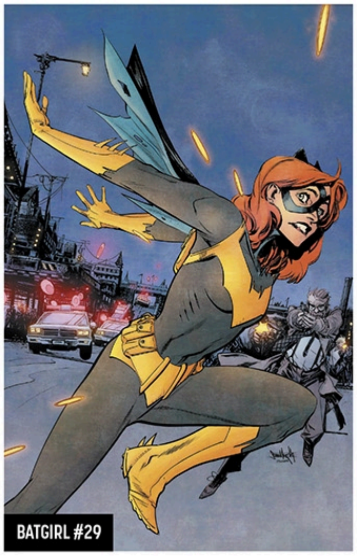
"Suddenly it's Green Lantern done by Terrence Malick!" Morrison adds. "In the first issue, we've got nods to 2000 AD, and old sci-fi films, and French graphic novels. This is our love letter to space operas, and all the stuff we grew up with."

Though Morrison is well-known for his JLA series featuring a different Green Lantern–that would be Kyle Rayner–the writer is excited to do a deep dive on a character he's been reading since childhood.

"We wanted to get back some of the stranger elements of Jordan's character," explains Morrison. "This guy has been a test pilot, an insurance salesman, a toy salesman and a cosmic cop. There's a lot about him that's very interesting and quite weird, and that allows for different textures and different approaches to storytelling." ■

Grant Morrison (w), Liam Sharp (a/c)


ACTION COMICS #1005


BATGIRL #29

ACTION COMICS #1005 **(NOV. 28)**

The murderous mystery of the Red Cloud uncovered! Clark Kent draws closer to uncovering a secret crime family that has operated for years in Metropolis, but the family's enforcer—the mysterious Red Cloud—proves she's a match for even the Man of Steel with an attack that leaves Superman breathless. Don't miss the last-page shocker as we reveal the true face of the Red Cloud!

Brian Michael Bendis (w), Ryan Sook (a/c)

ADVENTURES OF THE SUPER SONS #4 **(NOV. 7)**

Jon Kent learns it's better to be dead than red...Kryptonite, that is! Traveling the cosmos to get home and escape the intergalactic teen baddies known as the Gang, Superboy and Robin wind up on the so-called "Planet of Mystery." There, Superboy deals with Red Kryptonite exposure, which throws his powers out of whack, while the planet haunts and taunts them both with nightmare creatures. They'll need to wrap up this rest stop ASAP, though, as the Gang is hot on their tails looking for a pound of flesh—which is a lethal amount when you're a tween!

Peter J. Tomasi (w), Carlo Barberi & Art Thibert (a), Dan Mora (c)

BATMAN: DAMNED #2 **(NOV. 21)**

As Batman's descent into the madness of Gotham City's decadent underbelly continues, he must try to exorcise some of his demons...and who better to help than the Demon Etrigan himself? And where there are demons, there's also a Deadman, a Spectre, an Enchantress and a host of other supernatural friends and foes—it's a veritable Grand Guignol!

Brian Azzarello (w), Lee Bermejo (a/c)

BATGIRL #29 **(NOV. 28)**

In the finale of "Art of the Crime," Batgirl may have uncovered Grotesque's real plot, but that only means she knows the real danger that faces Jim Gordon and the GCPD! Can Barbara take down Grotesque before he pulls off a massive heist and ruins the GCPD's rep in the process? Maybe, but it won't be a paint-by-numbers job!

Mairghread Scott (w), Paul Pelletier & Norm Rapmund (a), Sean Gordon Murphy (c)

BATMAN #58 **(NOV. 7)**

The Dark Knight waddles into a turf war with the Penguin! Still reeling from the attacks on his Bat-Family and reputation, the Caped Crusader looks to track down the mysterious operator lurking behind the scenes in Gotham City. As the hunt rages on, Batman runs "a fowl" of Oswald Cobblepot. But the Penguin is on Batman's side for once, and the crime boss sees dangerous things on the horizon. How can he convince the Caped Crusader he's on the level?

Tom King (w), Mikel Janín (a/c)

BATMAN #59 **(NOV. 21)**

Caught between Batman and his unseen enemy, the Penguin has to think on his feet to avoid being taken down by either side. If he chooses one way, he goes to jail; if he chooses the other, he ends up dead. Then again, the choice seems obvious. Is Batman ready for a new kind of avian sidekick?

Tom King (w), Mikel Janín (a/c)

BATMAN BEYOND #26 **(NOV. 28)**

The Joker's back—and he wants to turn

DOOMSDAY CLOCK #8 **(NOV. 28)**

GEOFF JOHNS

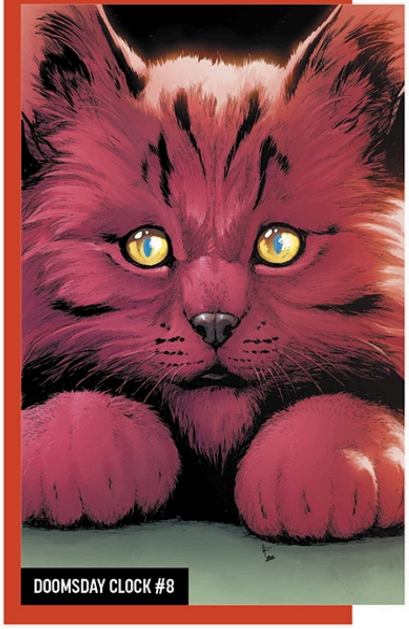
Shocking truths have been unveiled as the world teeters on the precipice of a Super-War! The Supermen Theory continues to wreak havoc on the lives of metahumans and humans alike...and two of the heaviest hitters in the DC Universe finally take center stage.

DOOMSDAY CLOCK writer Geoff Johns sets the scene following the shocking reveal in issue #7: "We learn that Dr. Manhattan is in this universe because he's fascinated by the number of super-beings, and by Superman in particular," explains Johns. "And it stems from the fact that he can see all things at once. The last thing he sees is Superman attacking him, and then everything is black. Darkness.

"Issue #7 changed the series in a pretty dramatic way, and Ozymandias' point of view changed drastically as well. We'll see a new plan of action from him as the other characters struggle to either join him or disagree with him."

Johns and famed artist Gary Frank continue to blow minds and bash in skulls in the epic maxiseries, which continues this month in DOOMSDAY CLOCK #8. ■

Geoff Johns (w) Gary Frank (a/c)


DOOMSDAY CLOCK #8

DC NUCLEAR WINTER SPECIAL #1

'Tis the season for eggnog, family gatherings and of course, apocalyptic dread! In the latest seasonal anthology from DC Comics, your favorite DCU heroes battle for holiday cheer in a bevy of nuclear wastelands.

But don't worry, it's not all doom and gloom. Check out five of our favorites from the upcoming **DC NUCLEAR WINTER SPECIAL #1**, in stores **November 28**.

RIP HUNTER SETS THE STAGE

Playing the Scheherazade of this anthology, Time Master Rip Hunter attempts to distract a malicious horde of mutants by regaling them with tales about DC superheroes while his Time Sphere charges. Here's hoping Rip doesn't run out of stories!

Mark Russell (w), Mike Norton (a)

SUPERMAN ONE MILLION in..."Memory Hearth"

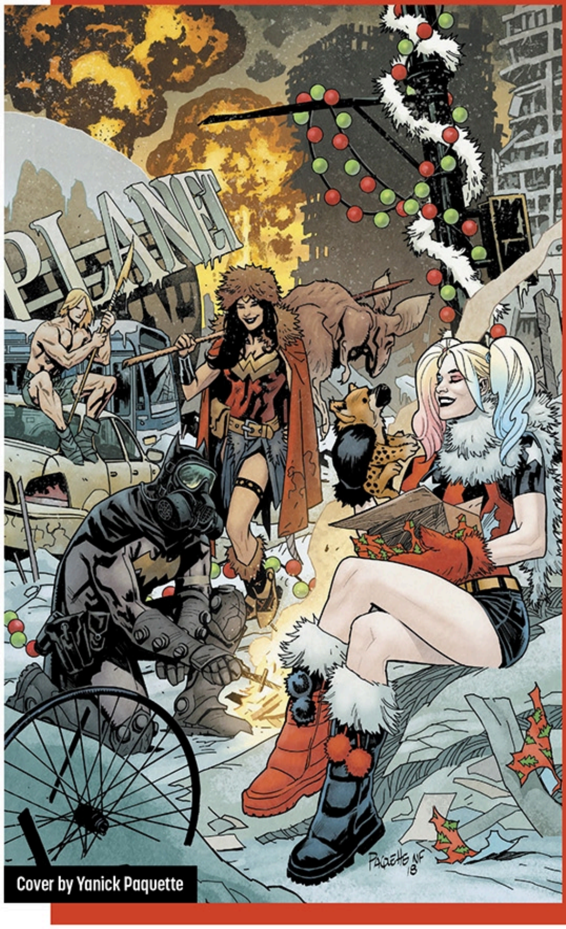
Kal Kent, the Superman of the future, goes to celebrate a holiday with an old ally...or so he thinks. Suddenly, Kal is thrown back in time to the 21st century and forced to do battle in order to save the legacy of the Superman Dynasty.

Steve Orlando (w), Brad Walker (a)

BATMAN-666 in..."Warmth"

The apocalypse has decimated Gotham, and the Batman of the future–Damian Wayne–couldn't do anything to prevent it. When his grandfather, the unconquerable Ra's al Ghul, shows up to haunt him, old tensions flare. Just another seasonal family gathering!

Collin Kelly and Jackson Lanzing (w), Giuseppe Camuncoli (a)



Cover by Yanick Paquette

AQUAMAN in..."Where the Light Cannot Reach"

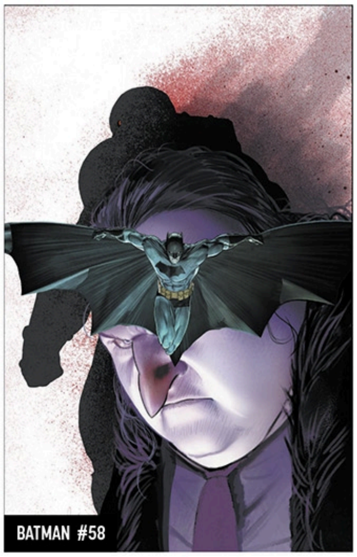
Arthur is all alone and contemplating his existence amidst total nuclear decay when two scientists ask him to help locate some mysterious algae that might be able to absorb radiation and cure the Earth. Problem is, the algae can only be found underwater, and Aquaman hasn't dipped beneath the waves in quite some time...

Mairghread Scott (w), Dexter Soy (a)

FIRESTORM in... "Last Christmas"

In this retro-futuristic story from writer Paul Dini, a family of super-villains think they're in a '50s-era sitcom, but they have a sinister secret: they've captured Firestorm and are using him to power their Christmas special. Can Firestorm make them understand his plight, or will they all barrel toward mutually assured destruction?

Paul Dini (w), Jerry Ordway (a) ■



BATMAN #58

Batman and Robin into a punchline once and for all! The original Clown Prince of Crime returns to stalk Neo-Gotham in part two of "The Final Joke"! Can you guess what happens when he encounters Barbara Gordon for the first time in decades? And when Robin gets caught on a video feed for the first time, no one's more delighted than The Joker.

Dan Jurgens (w), Brett Booth & Norm Rapmund (a), Viktor Kalvachev (c)

THE BOOKS OF MAGIC #2 (NOV. 28)

Tim embraces his access to magic, trying to do as much as he can as quickly as his power will let him. Overwhelmed by enthusiasm and impatience, he ignores Dr. Rose's warnings and fails to consider the consequences of his actions. And they could be dire.

Kat Howard (w), Tom Fowler (a)
Kai Carpenter (c)

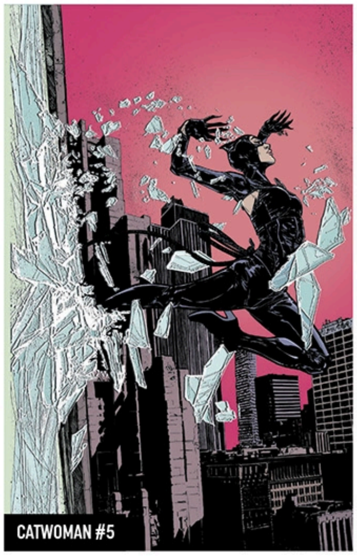
CATWOMAN #5 (NOV. 14)

A secret hideout is supposed to be just that–secret. So how did her new villain's criminal crew know where to plant an explosive in Selina's new pad? As if that blow-up weren't bad enough, the cops come calling and arrest Selina for murder. Locked up without bail, Catwoman finds that she isn't very popular in jail, and must fight the other inmates just to stay alive and avoid a shiv. Will she make a deal with her new nemesis, that cagey Creel, or is orange the new black for Selina's foreseeable future?

Joëlle Jones (w/a/c)

THE CURSE OF BRIMSTONE #8 (NOV. 7)

Talk about a horror show–and the demonic lead character ain't even the half of it! Siblings Joe and Annie find themselves


CATWOMAN #5

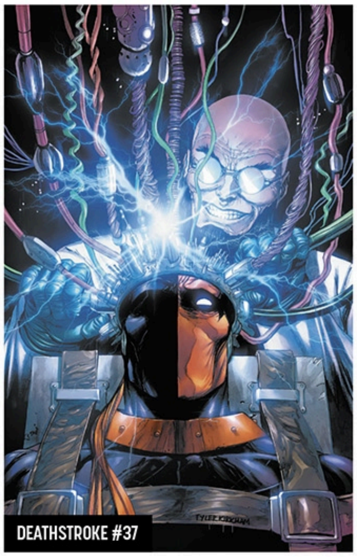
in a town terrorized by the omnipotently evil Bel Dame, who uses an army of the maimed undead to do her bidding–such as torturing Joe (a.k.a. Brimstone). The Bel Dame decides to teach our fiery hero a lesson in sacrifice, and it's one so horrifying, it may just rip the brother-sister duo apart for good.
Justin Jordan (w), Eduardo Pansica (a), Philip Tan (c)

DAMAGE #11 (NOV. 21)

It's the showdown almost a year in the making: Damage versus the Justice League! All Ethan Avery wanted was to be a hero. But instead, the military turned him into Damage, the one-hour monster of mass destruction. Now, at the top-secret military installation where Damage's story began, the most powerful superheroes in the world arrive to end it. Ethan must choose between surrendering himself into captivity or fighting the heroes he aspires to be for his freedom. This can only end one way: Damage versus Superman!
Robert Venditti (w), Aaron Lopresti & Matt Ryan (a), Trevor Hairsine (c)

DEATHSTROKE #37 (NOV. 7)

"DEATHSTROKE: ARKHAM" continues! It's Groundhog Day for Deathstroke. After experiencing a strange encounter with an inmate claiming to be an alien, Slade Wilson wakes up in Arkham Asylum as if nothing happened, and the only person who believes him is Harvey Dent, a.k.a. Two-Face! But can Two-Face be trusted? (Not likely.) And what machinations does Hugo Strange have in store for Deathstroke?
Christopher Priest (w), Fernando Pasarin (a), Tyler Kirkham (c)


DEATHSTROKE #37

DETECTIVE COMICS #992 (NOV. 14)

There's a new Dynamic Duo in Gotham City–introducing Batman and Two-Face! What the what?! The Dark Knight is forced to team with old friend and current enemy Harvey Dent to stop a Kobra-sponsored terrorist attack. Can Batman really trust his life to a coin flip? Even worse, Bats and Two-Face are of two minds over recruiting the two Fireflies for help–if Batman's gonna work with so many villains, he may as well join the Legion of Doom.
James Robinson (w), Carmine Di Giandomenico (a/c)

DETECTIVE COMICS #993 (NOV. 28)

Two-Face...dead?! Did the multifaceted mafioso really get killed in a massive explosion? Batman's the detective–let HIM figure it out! And that's just what the Caped Crusader sets out to do, because something's fishy about Dent's latest demise. What the Dark Knight uncovers about his former friend not only threatens Gotham City, it's big enough to threaten the whole world.
James Robinson (w), Carmine Di Giandomenico (a/c)

THE DREAMING #3 (NOV. 7)

As the Dreaming slips deeper into chaos, its frightened denizens yearn for strong leaders to guide them back to greatness. Enter Judge Gallows: nightmare of the major arcana, terror of the old frontier, whose thoughts and actions come knotted in hemp...Released from Morpheus' black chest after a century in the dark, he may not be merciful–but he's always right. His first case? Lucien's fitness to lead...
Si Spurrier (w), Bilquis Evely (a), Jae Lee (c)

HOT TICKET

DC Comics staffers pick their personal must-read for November

REBECCA "TAY" TAYLOR

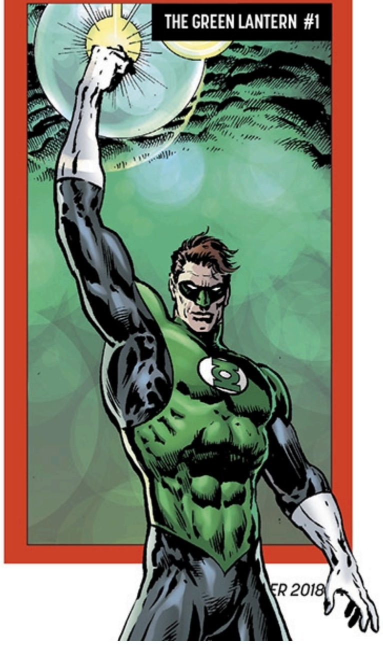
NAME: Rebecca "Tay" Taylor
AGE: 31

WHAT I DO: I'm an editor in the Justice League Group, so I run some of the giant toy chests that are our team books! Crime-solving monkeys wielding swords? Check. Batman in an armored body cast? You got it. An entire new sector of space with a tenuous relationship to physics? Just another Tuesday.

FAVORITE COMICS: HUSH was the comic that made me fall in love with DC forever. On my current pull list: Descender, Moon Girl and Devil Dinosaur and Mech Cadet Yu.

SUPERPOWER: I can sing the entire "Nations of the World" song from Animaniacs.

EXCITED ABOUT IN OCTOBER (AND IT CAN'T BE A BOOK YOU'RE WORKING ON. NO FREE PLUGS!): Hard to not be FREAKING OUT about Grant Morrison & Liam Sharp's THE GREEN LANTERN #1 debuting in November (SO I AM, JOIN ME PLEASE). Also, the DC anthology game has been seriously ON POINT, so I'm majorly stoked for DC NUCLEAR WINTER SPECIAL #1. So much amazing talent in that collection! ■


THE GREEN LANTERN #1

DROWNED EARTH

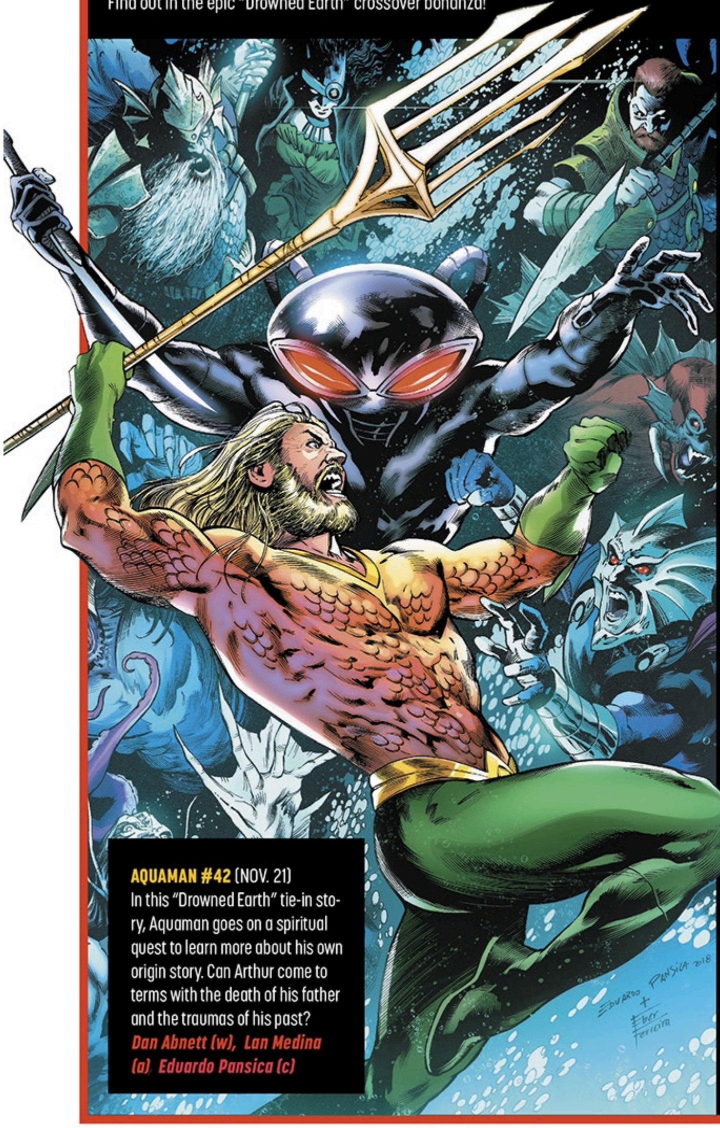
The planet falls under siege from ancient, aquatic gods in the AQUAMAN and JUSTICE LEAGUE crossover event

The Ocean Lords are not happy, and they're taking out their anger on the entire planet Earth.

As payback for an ancient Atlantean banishing them to the Graveyard of Gods, the cosmic sea gods–led by the cruel and cunning Captain Tyyde–have invaded Earth and unleashed their full power on our planet's inhabitants.

Gotham, Metropolis, the newly risen Atlantis and more are all at risk from the deadly deluge as the Justice League struggles to contain the global devastation. What's more, the rising oceans turn everyone they touch into twisted, terrifying monsters.

Can the League–and an M.I.A. Aquaman–protect the Earth from aquatic devastation? Find out in the epic "Drowned Earth" crossover bonanza!



AQUAMAN #42 (NOV. 21)
In this "Drowned Earth" tie-in story, Aquaman goes on a spiritual quest to learn more about his own origin story. Can Arthur come to terms with the death of his father and the traumas of his past?
Dan Abnett (w), Lan Medina (a) Eduardo Pansica (c)

JUSTICE LEAGUE / AQUAMAN: DROWNED EARTH #1 (OCT. 31)
The Justice League is stretched thin in their efforts to stem the rising tides in high-risk cities and prevent the spread of the poisoned waters. Aquaman, confined by the vengeful Ocean Lords to the Blood Reef, battles an old enemy to retain his powers. Mera, Queen of Atlantis, confronts an old enemy as well...in order to seek out his help.
James Tynion IV (w), Howard Porter (a/c)

JUSTICE LEAGUE #11 (NOV. 7)
Superman and the Flash team up with Mera to find the final resting place of Arion, but someone sinister intervenes to hinder their mystical, archaeological journey. At the same time, Aquaman and Wonder Woman attempt to reach out to Poseidon...but only death awaits them in the Graveyard of Gods.
Scott Snyder (w), Francis Manapul (a/c)

JUSTICE LEAGUE #12 (NOV. 21)
Black Manta has acquired new, terrifying powers, as the plot to drown the Earth in poisoned water is almost complete. Poseidon reveals the shocking truth behind the origins of Atlantis, while Mera discovers an ancient secret of her own. Back at the flooded Hall of Justice, Batman faces off against the entire Legion of Doom–while in a full-body cast!
James Tynion IV (w), Frazer Irving (a) Jorge Jimenez (c)

AQUAMAN /JUSTICE LEAGUE: DROWNED EARTH #1 (NOV. 28)
The battle with the Ocean Lords reaches a climactic conclusion as Aquaman and Wonder Woman join the fray. When it appears all hope is lost, Arthur and Mera embark on a journey into the heart of the Ocean Lords' armada to pursue a legend that will hopefully turn the tide of the war in the heroes' favor. ■
Scott Snyder (w), Francis Manapul and Howard Porter (a/c)

THE FLASH #58

GREEN ARROW #46

HAWKMAN #6

THE FLASH #58 **(NOV. 14)**
"Force Quest" part one! Following "Flash War," Barry Allen remains the Flash, but he's no longer the Fastest Man Alive! With Hunter Zolomon on the run, and new forces such as the Strength, Sage and Still Forces unleashed on the Multiverse, Barry must leave Central City behind and travel the world to learn the secret history of the Speed Force.
Joshua Williamson (w), Rafa Sandoval & Jordi Tarragona (a/c)

THE FLASH #59 **(NOV. 28)**
"Force Quest" part two! Next stop: Gorilla City! The Flash's next destination on his new training mission is the stomping grounds of his longtime foe Gorilla Grodd. But instead of a primate paradise, he finds the kingdom in ruins! Flash must use his CSI skills to uncover who destroyed Gorilla City, but the discovery of a brand-new villain means Barry isn't the only person researching the true origins of the Speed Force.
Joshua Williamson (w), Rafa Sandoval & Jordi Tarragona (a/c)

GREEN ARROW #46 **(NOV. 7)**
Green Arrow finds himself in the crosshairs and caught in a crossfire: on one side, the would-be populist vigilante Citizen, who's out to make the one percent pay. On the other, the people of Seattle, who mob Oliver Queen wherever he goes. While Black Canary investigates Citizen's real identity, Oliver's corporate lawyer and confidant Kate Spencer deals with a free-falling Queen Industries. It's not a good time to be Oliver Queen OR Green Arrow...until our hero risks an insane plan to thwart Citizen once and for all.
Julie Benson & Shawna Benson (w), German Peralta (a), Alex Maleev (c)

HARLEY QUINN #53 **(NOV. 7)**
In an attempt to avoid her past financial woes, Harley takes advantage of the fame brought on by her recent viral video and becomes a ViewTube star! But Internet fame comes with a cost–will Harley lose herself in the endless pursuit of likes? And just as Harley's popularity reaches new heights, a new villain called Minor Disaster aims to make a name for herself by publicly humiliating the Clown Princess of Crime!
Sam Humphries (w), Lucas Werneck (a), Guillem March (c)

HARLEY QUINN #54 **(NOV. 21)**
Disaster strikes! Er...Minor Disaster, at least. After her latest attempt to humiliate Harley Quinn fails, Minor Disaster ups her game and sets her dreaded disaster dial not on Harley's reputation–but on her life! And with Harley's real friends fed up with her fame-seeking antics, will anyone come to Harley's aid? Or will Minor Disaster spell major defeat?
Sam Humphries (w), Lucas Werneck (a), Guillem March (c)

HAWKMAN #6 **(NOV. 14)**
Good things really do come in small packages! Longtime wingmen Hawkman and the Atom (Ray Palmer) continue their battle against the rampaging Moz-Ga in the depths of the Microverse, and though the heroes have shrunk, the stakes are enormous! That fateful battle leads our heroes to the next clue in Hawkman's quest, one that will finally reveal the secret of his origin!
Robert Venditti (w), Bryan Hitch (a/c)

HEROES IN CRISIS #3 **(NOV. 28)**
Tragedies deepen as more secrets behind the "superhero hospital" called Sanctuary are revealed! What compelled Batman, Superman and Wonder Woman to create Sanctuary in the first place? How was it built? And if the hospital truly is alive via A.I., who–or what–is the "brain" of Sanctuary? Another layer peels back in the vast mystery woven through the entire DC Universe.
Tom King (w), Lee Weeks & Clay Mann (a/c)

HOUSE OF WHISPERS #3 **(NOV. 14)**
What doctors are calling "Cotard's Delusion"–the disease Latoya contracted from the mysterious book–is beginning to spread across the Waking World, trapping the souls of its victims in the Dreaming, so that their corporeal bodies are mere husks, waiting for death to take them. Likewise, Erzulie is still trapped within the Dreaming, and her personality begins to shift, expressing fewer of her love-and-desire qualities and developing more of her warrior persona, known as Erzulie Dantor. She may not be looking for a fight, but what function does a warrior have outside of battle?
Nalo Hopkinson (w), Dominike "Domo" Stanton (a), Sean Andrew Murray (c)

JUSTICE LEAGUE DARK #5 **(NOV. 21)**
Wonder Woman's magic act...banned! The DCU's magical community collectively freaks out and forbids Wonder Woman and

THE FAST FIVE

WONDER WOMAN #58 writer G. Willow Wilson talks about the importance of superhero stories, her creative inspirations and her love for Lois Lane

G. WILLOW WILSON

HOW ARE SUPERHERO STORIES INTEGRAL TO OUR DAY AND AGE?

WILSON: Superhero books are where we go when we want to see the overturning of terrible to good, which is something we really need when things are going south in the world. Turning to stories about superheroes gives us fresh hope. They show situations in which even the most horrible scenario imaginable can suddenly be solved, and we can snatch victory from the jaws of defeat.

YOU WROTE A LOIS LANE ONE-SHOT IN SUPERMAN #704 DURING J. MICHAEL STRACZYNSKI'S RUN. WHAT WAS IT LIKE STEPPING IN FOR THAT?

Writing these one-shots is always a bit scary because you're trying not to change anything! You have to put the toys back where you found them so that the series writer can just jump back on and you haven't been like, "Oh, I'm sorry, I killed off Lois Lane while you were gone. Here's your series back, have fun!"

WHAT DO YOU LOVE ABOUT THE CHARACTER OF LOIS LANE?

I've always been a big Lois fan. I grew up with the Christopher Reeve films in which Lois is this amazing, cranky, idiosyncratic character. It's rare in superhero books that a non-super-powered character attains that kind of prominence. But in a way, those characters are more aspirational, because the chances of us waking up one morning with superpowers is very remote–but any of us could be Lois if we put our best foot forward every day and were tenacious about the truth and about doing our jobs with integrity.

WHO ARE SOME OTHER FANTASTIC FEMALE HEROES WHOM YOU ADMIRE IN THE DCU?

The Bat-Family is full of complex, flawed, relatable female characters who don't have superpowers but are some of the most heroic of superheroes. And there's Mera! She has such an interesting dynamic with Aquaman.

WHAT ARE SOME OF YOUR CREATIVE INSPIRATIONS?

The amazing Peter Milligan run on Steve Ditko's SHADE, THE CHANGING MAN left a mark on me both as a reader and as a writer. I chased down every single one of that 70-issue run, and I go back to it every couple of years. Showing what exactly you could do with the trope of a super-powered character, breaking down the fourth wall and using it to talk about history and showing relationships between characters...it has all really, really stuck with me. ■

HOUSE OF WHISPERS #3

the JL Dark team from meddling in magic anymore after the disastrous events of the "Witching Hour" storyline. The team seeks refuge in the only place they can think of: Detective Chimp's inherited, magical realm of Myrra–but not everyone is happy to bow to the new Nightmaster! So how can things get worse for the sorcery super-team? One word: dragons!

James Tynion IV (w), Daniel Sampere & Juan Albarran (a), Nicola Scott (c)

JUSTICE LEAGUE ODYSSEY #3 (NOV. 28)

Another day, another planet...another alien race trying to sacrifice you! Life on the final frontier of the universe heats up for Cyborg, Starfire, Azrael and Green Lantern Jessica Cruz as the team continues their search for the elusive Darkseid and their own connection to the ancient prophecy linking each new planet they explore. But the more the heroes delve into the legends of the Ghost Sector, the more they discover that Darkseid might not be the most dangerous threat to their new home!

Joshua Williamson (w), Philippe Briones (a), Stjepan Sejic (c)

LUCIFER #2 (NOV. 21)

Lucifer is angry. His captor revealed, the Morningstar swears to escape and have his revenge. Elsewhere: a lavish masquerade is held in the depths of the Great Plague, an aspiring drunk discovers a gateway to another world, and the cat is very much not what it seems.

Dan Watters (w), Sebastian Fiumara & Max Fiumara (a), Goñi Montes (c)

NIGHTWING #52 (NOV. 7)

The city of Blüdhaven is descending into

JUSTICE LEAGUE DARK #5

SIDEWAYS #10

SUICIDE SQUAD #48

madness…with citizens falling victim to not only a group of vigilantes taking justice into their own hands, but to a new brand of fear focused on the past. While Grayson is happy to simply look to the future and move forward with his life, how will he deal with a threat that originates in his past? A threat dead set on destroying the Boy Who Fears Nothing? A threat that goes by the name of Scarecrow? Will Grayson continue to leave it all behind, or will he be left with no other choice but to pick up the pieces of Nightwing's shattered life…starting with a mask?
Scott Lobdell (w), Chris Mooneyham (a/c)

NIGHTWING #53 (NOV. 21)

Nightwing was shot in the head…and only Ric Grayson remains, caught in the clutches of the Knight Terrors! As the group of vigilantes take on the persona and mantle of Nightwing, Ric is forced to ante up his hand when one of his close friends is murdered… Will Ric cast his lot with his old super hero friends to take down these rogues, or will he decide to embrace his "newfound" abilities and fight against those who have wronged him? The answer lies somewhere in the gray area, when an unexpected threat from Scarecrow changes the game.
Scott Lobdell (w), Travis Moore (a), Chris Mooneyham (c)

OLD LADY HARLEY #2 (NOV. 28)

In this dystopian-future tale, Harley's quest to find out how The Joker could possibly still be alive has taken her back to their old stomping grounds, but Gotham City is very different nowadays! Nobody's allowed on the streets without the Batman's permission—but who is this Batman, anyway? Harley's only choice is to return to Arkham…the Arkham Home for Criminally Insane Retirees, that is! Fancy a round of bingo with the Riddler? Or some pool aerobics with Killer Croc?
Frank Tieri (w), Inaki Miranda (a), Amanda Conner (C)

RED HOOD: OUTLAW #28 (NOV. 14)

Welcome to the Underlife, Jason Todd—you probably won't survive! Banished from Gotham City and estranged from the Outlaws, Red Hood takes up residence in Appleton, a would-be American town that's a secret haven for the criminal operators. When RH gets his hands on a crowbar and starts handing out some bloody justice, it really stirs up the hornet's nest. And when a new Underlife member is introduced, Jason's gonna get stung by the trouble he caused.
Scott Lobdell (w), Pete Woods (a/c)

SHAZAM! #1 (NOV. 21)

The superstar team of writer Geoff Johns and artist Dale Eaglesham reunite to launch the first all-new SHAZAM! monthly title set in the DC Universe in almost 20 years! (What took you guys so long?!)

Teenager-turned-superhero Billy Batson struggles to balance school and super-heroics! (Guess which one is more fun?) But when Shazam unlocks a shocking secret deep within the Rock of Eternity, it challenges everything he knows about the worlds of magic and his family's future as its champions! Also, witness the bizarre team-up of Dr. Sivana and Mr. Mind as they set off to build a society all their own! Don't miss the start of an epic run in the making as "Shazam and the Seven Realms" begins!
Geoff Johns (w), Dale Eaglesham (a/c)

SIDEWAYS #10 (NOV. 14)

In the wake of his mother's death, Derek learns that home is where hell is. Despondent over missing her funeral and shunned by his father because of it, Sideways reunites with his best friend Ernie for some heart-to-heart talk. Her family life is in shambles, too, as Derek learns her folks are divorcing and splitting up the family. The heartbreak prompts them to take a quick jaunt to Paris, where Sideways ends up getting called into action because of a terrorist attack. A hero in France but a pariah at home, Sideways ponders his future—but he may not have much future left, as Dark Star Sciences boss Leto learns he's back and dispatches super-assassin Bolt to capture him. Maybe stay in Paris for another croissant instead?
Dan DiDio (w), Kenneth Rocafort (a/c)

THE SILENCER #11 (NOV. 28)

The Silencer better get a snowplow guy on the horn quick, or she'll "Die Another Snow Day" in part one of this new epic! The first year of the series builds to this, so expect all the loose ends to get tied up. As the Leviathan War approaches its fateful conclusion, Talia's true goal stands revealed—and it means bad news for everyone in THIS Multiverse. Can Silencer put Talia's scheme on ice, or will she get a fatal dose of frostbite instead?
Dan Abnett (w), Jack Herbert (a), Tyler Kirkham (c)

SUICIDE SQUAD #48 (NOV. 14)

"Squad on Trial" starts here! When Amanda Waller awakens in prison, brain bomb implanted in her head in an ironic twist, there's only

ELECTRIC WARRIORS (NOV. 14)

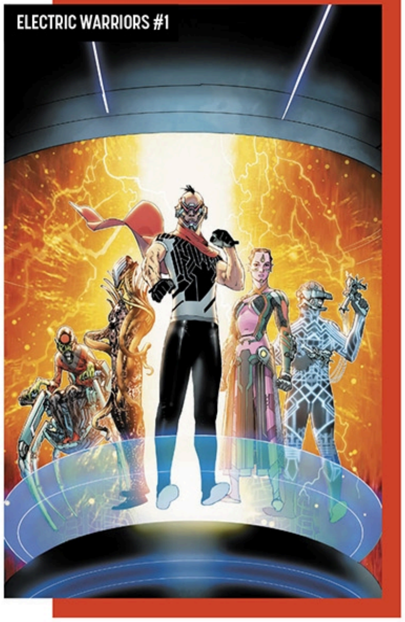
STEVE ORLANDO

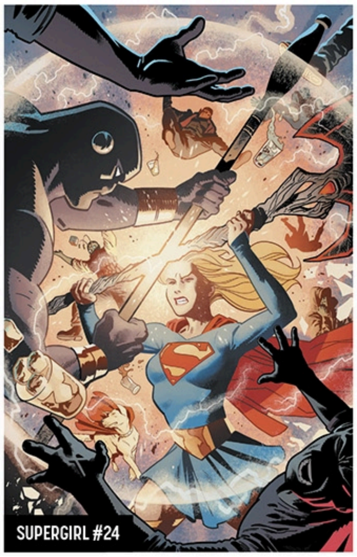
In the far-off future, humanity is nearly decimated by an event called the Great Disaster—but in ELECTRIC WARRIORS, that cataclysmic event is only the beginning.

Spinning out of Jack Kirby's original KAMANDI series, the new ELECTRIC WARRIORS miniseries by writer Steve Orlando (JUSTICE LEAGUE OF AMERICA) and artist Travel Foreman (JUSTICE LEAGUE UNITED) taps into an Earth back on the path to global and universal prosperity. To prevent a war across the cosmos, each world chooses a single gladiator to fight on its behalf. However, Earth ends up with two: the bruising War Cry to represent the humans, and the shape-shifting Deep Dweller to represent the rest of the animal kingdom.

"Creating the world of ELECTRIC WARRIORS was one of my favorite experiences yet at DC," enthuses Orlando. "I pored through DC lore, aiming to not just celebrate the style and tone of the original ELECTRIC WARRIOR and the propulsive creativity of KAMANDI and OMAC, but also to weave a world that is evolved from greater DC Comics history. I looked at all the ripe threads of the DCU and took the time jump as an opportunity to weave them together into a tapestry that seems completely fresh and new." ■

Steve Orlando (w), Travel Forman (a/c)


ELECTRIC WARRIORS #1


SUPERGIRL #24

one man who can save her—but does Rick Flag WANT to? Even if Rick could climb out of the whiskey bottle he's hiding in, swimming in guilt for allowing his former teammates to die, why would he save Waller when the Task Force X mastermind might be responsible for those very teammates' deaths?

Rob Williams (w), Diogenes Neves & Scott Hanna (a), David Williams (c)

SUPERGIRL #24 (NOV. 14)

Supergirl goes bar-hopping...in space! Hot on the trail of Rogol Zaar, Supergirl is on the hunt for the Krypton killer's mysterious cohorts known as the Circle. That quest finds the Maid of Might kicking over rocks at the scuzzy, intergalactic dive bar from MAN OF STEEL, where she runs into Ambush Bug of all people—not to mention a wretched hive of scum and villains who want to kill her, too. But before Supergirl can track down Krypton's former location, her suit's yellow sun energy starts to run out, which is going to leave her gasping in the vacuum of space!

Marc Andreyko (w), Evan "Doc" Shaner (a/c)

SUPERMAN #5 (NOV. 14)

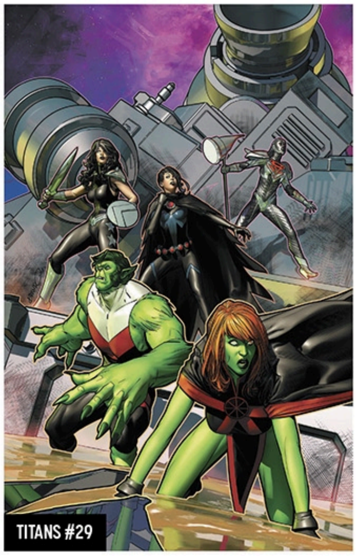
What could tempt Kryptonian criminal General Zod to reenter the Phantom Zone after years of imprisonment? As Superman tries to free himself from the Kryptonian jail and fight off the monster who destroyed Krypton, Zod returns to face Rogol Zaar and get vengeance for his dead world and its lost potential.

Brian Michael Bendis (w), Ivan Reis & Joe Prado (a/c)

TEEN TITANS #24 (NOV. 21)

The Teen Titans bring the house down in this issue—and it just might crush them to death! Set up by the mysterious villain known as the Other, the Teen Titans find themselves trapped beneath a crumbling building. The only thing between them and a dirt nap: Crush bench-pressing the entire complex. But how long can she hold out? The Titans race the clock against gravity, muscle fatigue and getting squashed like a bug. Plus, Robin realizes there's a traitor in their midst!

Adam Glass (w), Bernard Chang (a/c)


TITANS #29

THE TERRIFICS #10 (NOV. 28)

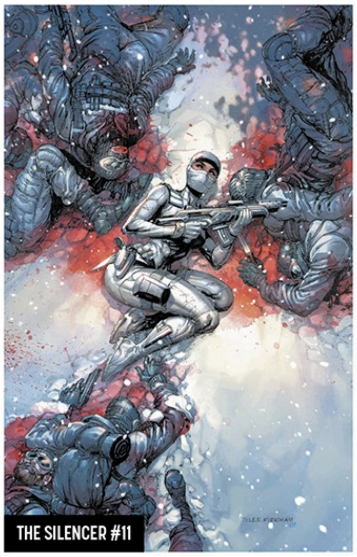
Is there a totally titanic termination in store for the Terrifics? Mr. Terrific and company team with the Tom Strong family in a final battle against Doc Dread, who's leveraging the power of a dark god to kill everyone in his path. With the fate of the Multiverse AND the Dark Multiverse hanging in the balance, it'll take a team-up of Terrific proportions to save the day. Just don't expect the group to escape unscathed when all is said and done...

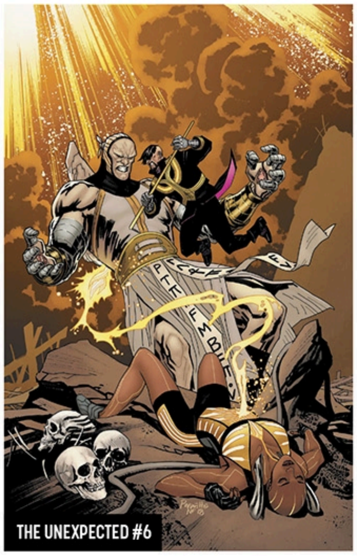
Jeff Lemire (w), Viktor Bogdanovic (a), Evan "Doc" Shaner (c)

TITANS #29 (NOV. 14)

"Marooned" part one! After their battle with Storrm above the Drowned Earth, the Titans find themselves lost...in space! Stranded on an alien planet—far away from their Earthbound responsibilities, with no means of getting home—they're forced to fight against an enemy that has been lurking in the shadows since the inception of this version of the Titans: their own inner demons. And maybe some outer demons as well!

Dan Abnett (w), Minkyu Jung (a), Brandon Peterson (c)


THE SILENCER #11


THE UNEXPECTED #6

TITANS #30 (NOV. 28)

"Marooned" part two! Stranded on an alien world with no means of travel, Beast Boy finally succumbs to his more monstrous tendencies and could become the most dangerous thing on an already-dangerous planet. The Titans are forced to square off against a savage and gargantuan Garfield! Will the Titans be able to maintain their fractured team in the face of extraterrestrial adversity and sinister secrets coming to light? And even if they can, how on Earth will they ever get back home?
Dan Abnett (w), Minkyu Jung (a), Yasmine Putri (c)

THE UNEXPECTED #6 (NOV. 7)

It's a showdown at Castle Frankenstein with the souls of Berlin on the line as Hawkman, Neon and Firebrand battle Onimar Synn to possess the unstable Nth metal isotope. Plus, June Robbins' secret rescue plan features the whirlwind reveal of a hero from DARK NIGHTS: METAL, not to mention the most important tombstone in the DC Multiverse! Prepare yourself for a shocking last-page reveal, which goes to a place not seen in the DCU in over a decade.
Steve Orlando (w), Ronan Cliquet (a), Yanick Paquette (c)

WONDER WOMAN #58 (NOV. 14)

"THE JUST WAR" part one! A new era of Wonder Woman begins as best-selling writer G. Willow Wilson (*Ms. Marvel*) makes her return to DC, with art star Cary Nord (*Conan*, THE UNEXPECTED) joining the series!

Far below Themyscira, Ares, the God of War, has been imprisoned for generations, repenting his past sins. But his new cellmate Grail may have an unexpected effect on him...and the plan they've come up with will change Themyscira—and the world—forever! When Wonder Woman rushes to Eastern Europe to rescue Steve Trevor from a mission gone wrong, she'll find herself face to face with a very new, very different God of War!
G. Willow Wilson (w), Cary Nord (a), Terry Dodson (c)

WONDER WOMAN #59 (NOV. 28)

"THE JUST WAR" part two! It's true, Ares has been reborn on Earth—but has he changed for the better? Of all the role models in the world, he seems to have chosen... Wonder Woman?! Diana and Steve Trevor better watch their backs, because Ares isn't the only creature of myth to find his way to Man's World...and he's not the only resurrected Olympian either!
G. Willow Wilson (w), Cary Nord (a), Terry Dodson (c)

MEET THE DC INTERN
Marquis Draper

MARQUIS DRAPER

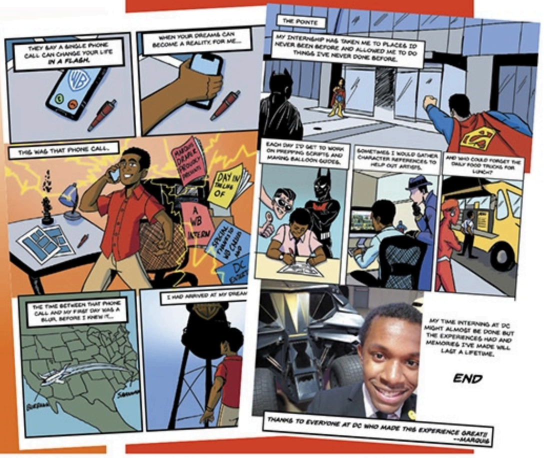
REACTION TO GETTING THE INTERNSHIP:
DRAPER: It just kind of floored me! I never expected that I was going to be able to join my dream company and work on books like BATMAN and SUPERMAN.

MOST EXCITING PROJECT YOU WORKED ON:
It was cool getting to work on Grant Morrison's THE GREEN LANTERN, going through old comics and going down to the archives to research characters that have been showing up since the early days of DC Comics.

FUNNIEST OFFICE MOMENT:
When Andrew [Marino] was arguing with Mike [Cotton] about whether or not he could jump over his cubicle!
(*Editorial Note: He can't. -Cotton*)

STRANGEST THING YOU WERE ASKED TO DO:
I had to mail a pair of green glasses to colorist Steve Oliff. He was working on THE GREEN LANTERN and he wanted something to help him figure out how to visualize the constructs. So, [editor] Jess Chen gave me a pair of green sunglasses to send to him.

WHAT'S NEXT?
Finishing out my senior year at the Savannah College of Art and Design. After that, I have to figure out if I want to try to do the freelance thing as a comics artist or pursue the more editorial route. But I definitely hope that at some point in my life, my story takes me back here. ■


THEY SAY A SINGLE PHONE CALL CAN CHANGE YOUR LIFE IN A FLASH.
WHEN YOUR DREAMS CAN BECOME A REALITY FOR ME...
THIS WAS THAT PHONE CALL.
MARQUIS DRAPER PROUDLY PRESENTS
DAY IN THE LIFE OF
A WB INTERN
SPECIAL THANKS TO WB CAREERS AND
DC
THE TIME BETWEEN THAT PHONE CALL AND MY FIRST DAY WAS A BLUR, BEFORE I KNEW IT...
SAVANNAH
I HAD ARRIVED AT MY DREAM
THE POINTE
MY INTERNSHIP HAS TAKEN ME TO PLACES I'D NEVER BEEN BEFORE AND ALLOWED ME TO DO THINGS I'VE NEVER DONE BEFORE.
EACH DAY I'D GET TO WORK ON PREPPING SCRIPTS AND MAKING BALLOON GUIDES.
SOMETIMES I WOULD GATHER CHARACTER REFERENCES TO HELP OUT ARTISTS.
AND WHO COULD FORGET THE DAILY FOOD TRUCKS FOR LUNCH?
MY TIME INTERNING AT DC MIGHT ALMOST BE DONE BUT THE EXPERIENCES I'VE HAD AND MEMORIES I'VE MADE WILL LAST A LIFETIME.
END
THANKS TO EVERYONE AT DC WHO MADE THIS EXPERIENCE GREAT!! --MARQUIS

INTO THE RED

Writer Scott Lobdell on pushing the second Robin to his limits as Jason Todd goes from leading outlaws to going it alone

Jason Todd never had it easy—orphaned at a young age, murdered by the Joker, resurrected as the Red Hood.

The last few months' worth of issues turned particularly harrowing as well: his team disbanded, his best friend was murdered and Batman kicked him past the curbs of Gotham City—and out of the Bat-Family.

The man responsible for Jason's last few years of woe, RED HOOD: OUTLAW writer Scott Lobdell, isn't done torturing Batman's former partner yet. Here's just a taste of what other diabolical things he plans for the hero in the hood.

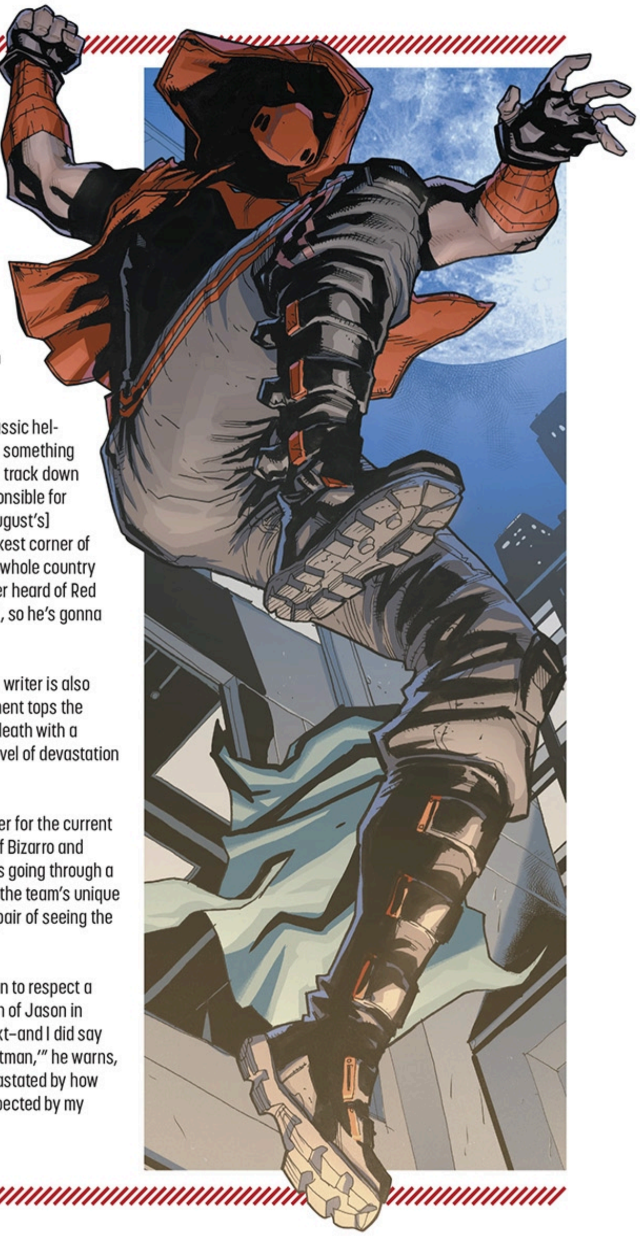
UNDER THE HOOD "Jason hadn't had any friends in that point in his life; I thought it was a fun choice [to team him with Starfire and Roy Harper]," says Lobdell of the original decision to build a team of Outlaws around the Hood. The team allowed the writer to show new layers of Jason over the next seven years. As Lobdell notes, "If you pulled out individual issues of RED HOOD over the last seven years, you'd see Jason change—even from the start of the New 52 to now. Part of the fun of Jason is that you can explore a bunch of different angles."

GOING SOLO With his newest team—and classic helmet—shattered recently, Jason's left to seek something familiar: revenge. "Jason has a specific goal: track down the person from the Underlife who was responsible for the case he and Roy started to explore in [August's] Annual." The adventure takes him to the darkest corner of the DCU: the Midwest. "It turns out there's a whole country out there—and people living in it who've never heard of Red Hood," chides Lobdell, "let alone Jason Todd, so he's gonna have to deal with that."

DEVASTATION IS RELATIVE The RED HOOD writer is also quick to note that Jason's tolerance for torment tops the charts. "Here's a guy who's been beaten to death with a crowbar and thrown into a Lazarus Pit. His level of devastation is a lot different than ours," says the writer.

FRIENDS FOREVER It's also not entirely over for the current Outlaws roster. "We have not seen the last of Bizarro and Artemis," explains Lobdell. "While the book is going through a name change to RED HOOD: OUTLAW, fans of the team's unique interactions with each other should not despair of seeing the three of them together again."

A BAT-FAMILY REUNION "It's not like Jason to respect a **KEEP OUT** sign," says Lobdell of the Bat's ban of Jason in Gotham. "When we see Jason and Bruce next—and I did say 'Jason and Bruce' and not 'Red Hood and Batman,'" he warns, "I think readers will be very emotionally devastated by how they interact. It's not expected. It wasn't expected by my editor when I turned it in!" ■



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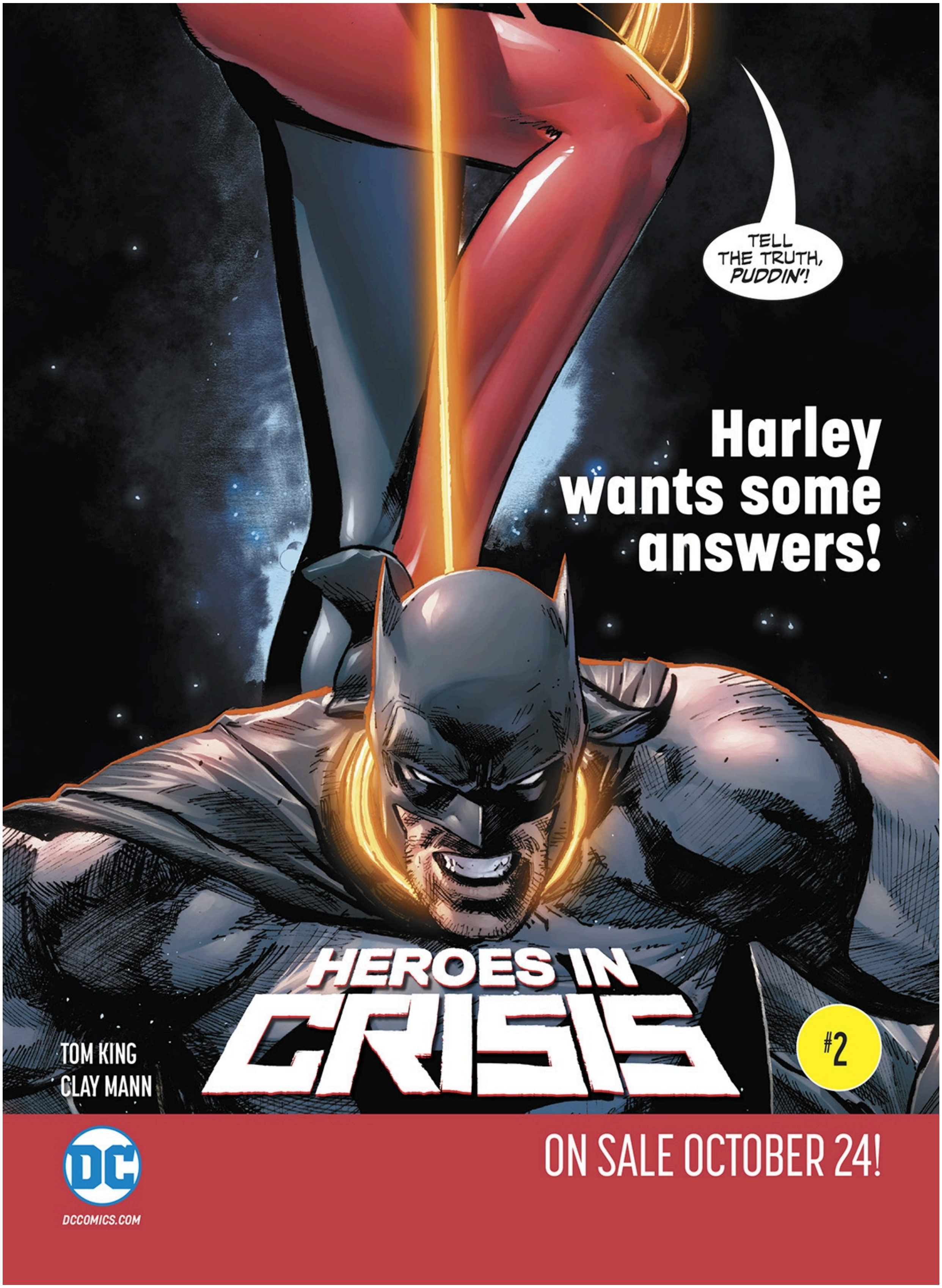
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